

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	Bushy Bodyguard 16 Token Creature -- Squirrel Warrior When this creature enters, you may forage. If you do, put two +1/+1 counters on it. (This token's mana cost is {1}{G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bushy Bodyguard 16 Token Creature -- Squirrel Warrior When this creature enters, you may forage. If you do, put two +1/+1 counters on it. (This token's mana cost is {1}{G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushy Bodyguard 16 Token Creature -- Squirrel Warrior When this creature enters, you may forage. If you do, put two +1/+1 counters on it. (This token's mana cost is {1}{G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushy Bodyguard 16 Token Creature -- Squirrel Warrior When this creature enters, you may forage. If you do, put two +1/+1 counters on it. (This token's mana cost is {1}{G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Camellia, the Seedmiser 1B6 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 (1)(B)(G) 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 (1)(B)(G) 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	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 PLAY botbox.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 PLAY botbox.dev
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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Opportunity26 Sorcery You may sacrifice two Foods. If you do, create a 7/7 green Giant creature token. Otherwise, create three Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Opportunity26 Sorcery You may sacrifice two Foods. If you do, create a 7/7 green Giant creature token. Otherwise, create three Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Opportunity26 Sorcery You may sacrifice two Foods. If you do, create a 7/7 green Giant creature token. Otherwise, create three Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hollow Scavenger26 Creature -- Wolf {1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn. 3/2 ----- ADVENTURE ----- Bakery Raid6 Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hollow Scavenger26 Creature -- Wolf {1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn. 3/2 ----- ADVENTURE ----- Bakery Raid6 Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hollow Scavenger26 Creature -- Wolf {1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn. 3/2 ----- ADVENTURE ----- Bakery Raid6 Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hollow Scavenger26 Creature -- Wolf {1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn. 3/2 ----- ADVENTURE ----- Bakery Raid6 Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Honored Dreyleader26 Creature -- Squirrel Warrior Trample When this creature enters, put a +1/+1 counter on it for each other Squirrel and/or Food you control. Whenever another Squirrel or Food you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honored Dreyleader26 Creature -- Squirrel Warrior Trample When this creature enters, put a +1/+1 counter on it for each other Squirrel and/or Food you control. Whenever another Squirrel or Food you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honored Dreyleader26 Creature -- Squirrel Warrior Trample When this creature enters, put a +1/+1 counter on it for each other Squirrel and/or Food you control. Whenever another Squirrel or Food you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honored Dreyleader26 Creature -- Squirrel Warrior Trample When this creature enters, put a +1/+1 counter on it for each other Squirrel and/or Food you control. Whenever another Squirrel or Food you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ifnir Deadlands Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {B}. {2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ifnir Deadlands Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {B}. {2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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 PLAYbotbox.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 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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Valley Rotcaller (1)(B) 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Rotcaller (1)(B) 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Rotcaller (1)(B) 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vinereap Mentor (B)(G) 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.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Cruelclaw's Heist (B)(B) 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.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruelclaw's Heist (B)(B) 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.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruelclaw's Heist (B)(B) 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.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruelclaw's Heist (B)(B) 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.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Grasp 1 B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Grasp 1 B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Grasp 1 B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overprotect 1 G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overprotect 1 G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overprotect 1 G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivien Reid ③⑥⑥ 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 PLAYbotbox.dev	Vivien Reid ③⑥⑥ 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 PLAYbotbox.dev	
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