

2 B B

Destroy target creature. 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

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② ⑥

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

3/3

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2 G

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

3/3

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2 G

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

3/3

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Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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① ⑧

When this creature enters, each opponent discards a card.

1/1

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G

Choose one --

- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eager Trufflesnout 26 Creature -- Boar Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever this creature deals combat damage to a player, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fiendish Panda 2WB Creature -- Bear Demon Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, return another target non-Bear creature card with mana value less than or equal to this creature's power from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest

Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Gnarlid Colony

① ⑥

Creature -- Beast

Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)
If this creature was kicked, it enters with two +1/+1 counters on it.
Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/2

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Gutless Plunderer (2)(B)

Creature -- Skeleton Pirate

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

2/2

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Hungry Ghouls (1)(B)

Creature -- Zombie

{1}, Sacrifice another creature: Put a +1/+1 counter on this creature.

2/2

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Loot, Exuberant Explorer (2G)

Legendary Creature -- Beast Noble

You may play an additional land on each of your turns.

{4}{G}{G}, {T}: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order.

1/4

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Mild-Mannered Librarian

Creature -- Human

{3}{G}: This creature becomes a Werewolf. Put two +1/+1 counters on it and you draw a card. Activate only once.

1/1

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Phyrexian Arena 1 B B Enchantment At the beginning of your upkeep, you draw a card and you lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seeker's Folly 2 B Sorcery Choose one -- * Target opponent discards two cards. * Creatures your opponents control get -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Solemn Simulacrum 4 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 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	Swamp Basic Land -- Swamp ({T}): Add {B} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

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Sylvan Scavenging 1GG

Enchantment

At the beginning of your end step, choose one --

- * Put a +1/+1 counter on target creature you control.
- * Create a 3/3 green Raccoon creature token if you control a creature with power 4 or greater.

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Treetop Snarespinner (3)(G)

Creature -- Spider

Reach (This creature can block creatures with flying.)
 Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
 {2}{6}: Put a +1/+1 counter on target creature you control.
 Activate only as a sorcery.

1/4

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Vampire Gourmand (1)(B)

Creature -- Vampire

Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn.

2/2

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Vampire Soulcaller (4)(B)

Creature -- Vampire Warlock

Flying
This creature can't block.
When this creature enters, return
target creature card from your
graveyard to your hand.

3/2

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Wardens of the Cycle (1)(B)(G)(G)

Creature -- Elf Warlock

Morbid -- At the beginning of your end step, if a creature died this turn, choose one --

- * You gain 2 life.
- * You draw a card and you lose 1 life.

3/4

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0/5

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G W

Creatures you control get +1/+1.

[sideboard]

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4 G G

Vigilance (Attacking doesn't cause this creature to tap.)

* Put two +1/+1 counters on target creature you control.

* You gain 4 life.

[sidebar]

4/4

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④ ⑤

Vigilance (Attacking doesn't cause this creature to tap.)

Whenever you attack with three or more creatures, put a +1/+1 counter on target creature you control.

[sideboard]

4/4

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U R

Flying
Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn.

[sidebar]

1/3

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5

As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type.

Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact.

[sidebar]

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Land

This land enters tapped.
When this land enters, you gain 1
life.

$\{T\}$: Add $\{B\}$ or $\{R\}$.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Destroy target artifact,
enchantment, or creature with
flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

Other Elf creatures you control get +1/+1.
{T}: Add {G} for each Elf you control.

2/2

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② ③

Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

2/3

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®

Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

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② ③

Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.

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U

Target creature gets -1/-0 until end of turn.
Draw a card.

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U

Target creature gets -1/-0 until end of turn.
Draw a card.

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W

Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn.

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

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Gleaming Barrier 2 Artifact Creature -- Wall Defender When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein Pick 2 Artifact -- Equipment Equipped creature gets +1/+1. Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gorehorn Raider 4R Creature -- Minotaur Pirate Raid -- When this creature enters, if you attacked this turn, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hare Apparent 1W Creature -- Rabbit Noble When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent. A deck can have any number of cards named Hare Apparent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Heraldic Banner 3 Artifact As this artifact enters, choose a color. Creatures you control of the chosen color get +1/+0. {T}: Add one mana of the chosen color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heroic Reinforcements 2RW Sorcery Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu's Second Rite 3R Instant If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incinerating Blast 4R Sorcery Incinerating Blast deals 6 damage to target creature. You may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiration from Beyond (2)(U) Sorcery Mill three cards, then return an instant or sorcery card from your graveyard to your hand. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Paladin (2)(W) Creature -- Human Knight During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.) During your turn, creatures you control with +1/+1 counters on them have first strike. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Involuntary Employment (3)(R) Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mocking Sprite (2)(U) Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Painful Quandary

Enchantment

Whenever an opponent casts a spell,
that player loses 5 life unless they
discard a card.

[sideboard]

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Perforating Artist ①B③R

Creature -- Devil

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card.

[sidebar]

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Prideful Parent (2)(W)

Creature -- Cat

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, create a 1/1 white Cat creature token.

[sidebar]

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Prideful Parent	(2)(W)
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Creature -- Cat

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, create a 1/1 white Cat creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Refute (1)(U)(U)

Instant

Counter target spell. Draw a card, then discard a card.

[sideboard]

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Resolute Reinforcements ①④

Creature -- Human Soldier

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, create a 1/1 white Soldier creature token.

[sidebar]

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Rogue 's Passage

Land

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{T}: Add {C}.
{4}, {T}: Target creature can't be
blocked this turn.
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Sanguine Syphoner (1)(B)

Creature -- Vampire Warlock

Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombify

3 B

Sorcery

Return target creature card from
your graveyard to the battlefield.

[sideboard]

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