

Accursed Marauder 1 B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accursed Marauder 1 B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Fountain B Artifact When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkmoss Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkmoss Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {G}. 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	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}: Add {G}. 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Ent Creature -- Treefolk Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnaw to the Bone Instant You gain 2 life for each creature card in your graveyard. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnaw to the Bone Instant You gain 2 life for each creature card in your graveyard. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Golgari Brownscale Creature -- Lizard When this card is put into your hand from your graveyard, you gain 2 life. Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Brownscale Creature -- Lizard When this card is put into your hand from your graveyard, you gain 2 life. Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Brownscale Creature -- Lizard When this card is put into your hand from your graveyard, you gain 2 life. Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grave Scrabbler Creature -- Zombie Madness {1}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) When this creature enters, if its madness cost was paid, you may return target creature card from a graveyard to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grave Scrabbler 3 B Creature -- Zombie Madness {1}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) When this creature enters, if its madness cost was paid, you may return target creature card from a graveyard to its owner's hand. 2/2 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	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
Kitchen Imp 3 B Creature -- Imp Flying, haste Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Imp 3 B Creature -- Imp Flying, haste Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Imp 3 B Creature -- Imp Flying, haste Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble 1 G Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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① ⑥

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Deathtouch
When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.)

2/1

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1 B

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When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.)

2/1

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1 B

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When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.)

2/1

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3 B

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rubblebelt Maverick ⑥ Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rubblebelt Maverick ⑥ Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rubblebelt Maverick ⑥ Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rubblebelt Maverick ⑥ Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sakura-Tribe Elder ①⑥ Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spore Frog ⑥ Creature -- Frog Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spore Frog ⑥ Creature -- Frog Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stinkweed Imp ②③ Creature -- Imp Flying Whenever this creature deals combat damage to a creature, destroy that creature. Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tortured Existence Enchantment {B}, Discard a creature card: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tortured Existence Enchantment {B}, Discard a creature card: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tortured Existence Enchantment {B}, Discard a creature card: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

①

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

1/1

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2 B

{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying
Discard this card: Exile up to two
target cards from graveyards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

{T}: This creature deals 1 damage to each creature with flying.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

1/1

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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.

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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Voracious Varmint

16

Creature -- Varmint

Vigilance
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

2/2

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Voracious Varmint

16

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Vigilance
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2/2

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