

Biotech Specialist R G Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biotech Specialist R G Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biotech Specialist R G Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biotech Specialist R G Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Callous Inspector ⓑ Creature -- Human Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Callous Inspector ⓑ Creature -- Human Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gene Pollinator Ⓒ Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gene Pollinator (G) Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gene Pollinator (G) Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gene Pollinator (G) Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lively Dirge (1)(B) Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Swamp Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

Creature -- Elemental Snake

6/6

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5 B

Creature -- Elemental Snake

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

Legendary Creature -- Dragon

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Town

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Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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The Misty Mountains Cold 2 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Misty Mountains Cold 2 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Sackville-Bagginses 1 B Legendary Creature -- Halfling Citizen When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Sackville-Bagginses 1 B Legendary Creature -- Halfling Citizen When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Umbral Collar Zealot 1B Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umbral Collar Zealot 1B Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Wolverine, Fierce Fighter 2RG Legendary Creature -- Mutant Berserker Hero Haste When Wolverine enters, he fights up to one other target creature. If damage would be dealt to Wolverine, instead that damage is dealt, but all other damage already dealt to him is healed. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Ooze 2 Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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B G

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev