

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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.	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}.	Forest Basic Land -- Forest ({T}: Add {G}.)	Gene Pollinator  Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color.	Gene Pollinator  Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color.
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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	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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Obsessive Pursuit 1 B Enchantment When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obsessive Pursuit 1 B Enchantment When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obsessive Pursuit 1 B Enchantment When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obsessive Pursuit 1 B Enchantment When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Overgrown Tomb Land -- Swamp Forest {T}: Add {B} 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	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} 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	Requiting Hex Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smaug the Magnificent Legendary Creature -- Dragon Flying, haste Whenever Smaug attacks, he deals damage equal to the number of Treasures you control to any target. At the beginning of your upkeep, create a Treasure token. 4/3 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	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	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

Stir Up Trouble (B) Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) 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.") 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.") 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Sackville-Bagginses ①⑧ 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 ①⑧ 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 ①⑧ 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 ①⑧ 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
Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower ①R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower ①R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower ①R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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
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	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	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guerrilla Gorilla 1G Creature -- Ape Soldier Hero Reach Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leatherhead, Swamp Stalker 2GG Legendary Creature -- Crocodile Mutant Rogue Trample Leatherhead enters with a hexproof counter on her. Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Maelstrom Pulse 1BG Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Professor Dellian Fel 2BG Legendary Planeswalker -- Dellian [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Tracker 1 R Creature -- Human Detective Whenever an opponent sacrifices an artifact, this creature deals 2 damage to them. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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