

Carnage Tyrant4GG Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Whisperer3BB Creature -- Nightmare Demon Flying, trample Pay 2 life: 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.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Whisperer3BB Creature -- Nightmare Demon Flying, trample Pay 2 life: 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.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Find8/86/8 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- - - - RIGHT HALF - - - Finality4BG Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Find8/86/8 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- - - - RIGHT HALF - - - Finality4BG Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. 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

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Glowspore Shaman ⓑⓖ Creature -- Elf Shaman When this creature enters, mill three cards. You may put a land card from your graveyard on top of your library. (To mill a card, put the top card of your library into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glowspore Shaman ⓑⓖ Creature -- Elf Shaman When this creature enters, mill three cards. You may put a land card from your graveyard on top of your library. (To mill a card, put the top card of your library into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glowspore Shaman ⓑⓖ Creature -- Elf Shaman When this creature enters, mill three cards. You may put a land card from your graveyard on top of your library. (To mill a card, put the top card of your library into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glowspore Shaman ⓑⓖ Creature -- Elf Shaman When this creature enters, mill three cards. You may put a land card from your graveyard on top of your library. (To mill a card, put the top card of your library into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Golgari Raiders ③⑥ Creature -- Elf Warrior Haste Undergrowth -- This creature enters with a +1/+1 counter on it for each creature card in your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jadelight Ranger ①⑥⑥ Creature -- Merfolk Scout Ranger When this creature enters, it explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard. Then repeat this process.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jadelight Ranger ①⑥⑥ Creature -- Merfolk Scout Ranger When this creature enters, it explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard. Then repeat this process.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jadelight Ranger ①⑥⑥ Creature -- Merfolk Scout Ranger When this creature enters, it explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard. Then repeat this process.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Memorial to Folly Land This land enters tapped. {T}: Add {B}. {2}{B}, {T}, Sacrifice this land: Return target creature card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Branchwalker ①⑥ Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Branchwalker ①⑥ Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Branchwalker ①⑥ Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Merfolk Branchwalker ①⑥ Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper ②B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper ②B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molderhulk ⑦B⑥ Creature -- Fungus Zombie Undergrowth -- This spell costs {1} less to cast for each creature card in your graveyard. When this creature enters, return target land card from your graveyard to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MTJeffering - Standard (Standard League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

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.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Molderhulk 7 B G Creature -- Fungus Zombie Undergrowth -- This spell costs {1} less to cast for each creature card in your graveyard. When this creature enters, return target land card from your graveyard to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molderhulk 7 B G Creature -- Fungus Zombie Undergrowth -- This spell costs {1} less to cast for each creature card in your graveyard. When this creature enters, return target land card from your graveyard to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molderhulk 7 B G Creature -- Fungus Zombie Undergrowth -- This spell costs {1} less to cast for each creature card in your graveyard. When this creature enters, return target land card from your graveyard to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrotic Wound B Instant Undergrowth -- Target creature gets -X/-X until end of turn, where X is the number of creature cards in your graveyard. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Necrotic Wound B Instant Undergrowth -- Target creature gets -X/-X until end of turn, where X is the number of creature cards in your graveyard. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Plaguecrafter 2B Creature -- Human Shaman When this creature enters, each player sacrifices a creature or planeswalker of their choice. Each player who can't discards a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Chupacabra 2BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Chupacabra 2BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildgrowth Walker 16 Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildgrowth Walker 16 Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildgrowth Walker 16 Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Swamp or a Forest.
{T}: Add {B} or {G}.

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Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

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This spell can't be countered.
Trample, hexproof
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[sideboard]

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathgorge Scavenger (2)(G) Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner (1)(G) Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plaguecrafter (2)(B) Creature -- Human Shaman When this creature enters, each player sacrifices a creature or planeswalker of their choice. Each player who can't discards a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ritual of Soot (2)(B)(B) Sorcery Destroy all creatures with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ritual of Soot 2BB Sorcery Destroy all creatures with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon 1GGG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt 2BBB Instant Exile target creature or planeswalker. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	