

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 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 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 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 PLAY botbox.dev
Cenote Scout 6 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout 6 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout 6 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout 6 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Gnawing Vermin

Creature -- Rat

When this creature enters, target player mills two cards.
When this creature dies, target creature you don't control gets -1/-1 until end of turn.

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Harvester of Misery (3BB)

Creature -- Spirit

Menace
When this creature enters, other creatures get -2/-2 until end of turn.
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

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Hollow Marauder

Creature -- Specter Rogue

This spell costs {1} less to cast for each creature card in your graveyard.

Flying

When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.

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Hollow Marauder (6)(B) Creature -- Specter Rogue This spell costs {1} less to cast for each creature card in your graveyard. Flying When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hollow Marauder (6)(B) Creature -- Specter Rogue This spell costs {1} less to cast for each creature card in your graveyard. Flying When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hollow Marauder (6)(B) Creature -- Specter Rogue This spell costs {1} less to cast for each creature card in your graveyard. Flying When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Huskburster Swarm (7)(B) Creature -- Elemental Insect This spell costs {1} less to cast for each creature card you own in exile and in your graveyard. Menace, deathtouch 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Huskburster Swarm (7)(B) Creature -- Elemental Insect This spell costs {1} less to cast for each creature card you own in exile and in your graveyard. Menace, deathtouch 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Huskburster Swarm (7)(B) Creature -- Elemental Insect This spell costs {1} less to cast for each creature card you own in exile and in your graveyard. Menace, deathtouch 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Huskburster Swarm (7)(B) Creature -- Elemental Insect This spell costs {1} less to cast for each creature card you own in exile and in your graveyard. Menace, deathtouch 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.

Llanowar Wastes

Land

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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.

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Molt Tender

G

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)

{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Balemurk

3 B B

Enchantment Creature -- Avatar Horror

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

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Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overwhelming Remorse (4)(B) Instant This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overwhelming Remorse (4)(B) Instant This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Souls of the Lost 1 B Creature -- Spirit As an additional cost to cast this spell, discard a card or sacrifice a permanent. Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1. */*+1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Souls of the Lost 1 B Creature -- Spirit As an additional cost to cast this spell, discard a card or sacrifice a permanent. Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1. */*+1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Souls of the Lost 1 B Creature -- Spirit As an additional cost to cast this spell, discard a card or sacrifice a permanent. Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1. */*+1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Souls of the Lost 1 B Creature -- Spirit As an additional cost to cast this spell, discard a card or sacrifice a permanent. Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1. */*+1 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

Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Up the Beanstalk Enchantment ①⑥ When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk Enchantment ①⑥ When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk Enchantment ①⑥ When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk Enchantment ①⑥ When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	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
Cut Down Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress 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	Harvester of Misery Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haywire Mite Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Haywire Mite ① Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth ②⑥⑥ Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth ②⑥⑥ Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quag Feast ①B Sorcery Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scrapshooter ①⑥⑥ Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapshooter ①⑥⑥ Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapshooter ①⑥⑥ Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starving Revenant ②B Creature -- Spirit Horror When this creature enters, surveil 2. Then for each card you put on top of your library, you draw a card and you lose 3 life. Descend 8 -- Whenever you draw a card, if there are eight or more permanent cards in your graveyard, target opponent loses 1 life and you gain 1 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starving Revenant

2 B B

Creature -- Spirit Horror

When this creature enters, surveil 2. Then for each card you put on top of your library, you draw a card and you lose 3 life.

Descend 8 -- Whenever you draw a card, if there are eight or more permanent cards in your graveyard, target opponent loses 1 life and you gain 1 life.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Terror Tide

2 B B

Sorcery

Fathomless descent -- All creatures get -X/-X until end of turn, where X is the number of permanent cards in your graveyard.

[sideboard]

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botbox.dev

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[sideboard]

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