

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
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cache Grab Instant Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Forager 26 Creature -- Squirrel Druid When this creature enters, you may forage. When you do, return target permanent card from your graveyard to your hand. (To forage, exile three cards from your graveyard or sacrifice a Food.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkbore Pathway Land {T}: Add {B}. Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkbore Pathway Land {T}: Add {B}. Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkbore Pathway Land {T}: Add {B}. Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Darkbore Pathway Land {T}: Add {B}. Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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

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Ⓒ

Flying

When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

{1}{G}, {T}: Create a Food token.

{T}, Sacrifice a Food: Add one mana of any color.

0/2

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Ⓒ

```
Flying
When this creature enters, create a
Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
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{1}{G}, {T}: Create a Food token.
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0/2

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G

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{T}, Sacrifice a Food: Add one mana of any color.

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G

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When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana of any color.

0/2

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B G

Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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As this land enters, you may pay 2
life. If you don't, it enters
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)

Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.

{1}{B}: Level 2

Whenever you sacrifice a permanent, target player mills two cards.

{2}{B}: Level 3

At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.

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At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. 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
Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornvault Forager 16 Creature -- Squirrel Ranger {T}: Add {G}. {T}, Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.) {3}{G}, {T}: Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornvault Forager 16 Creature -- Squirrel Ranger {T}: Add {G}. {T}, Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.) {3}{G}, {T}: Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornvault Forager 16 Creature -- Squirrel Ranger {T}: Add {G}. {T}, Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.) {3}{G}, {T}: Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornvault Forager 1 6 Creature -- Squirrel Ranger { T } : Add { G } . { T } , Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.) { 3 } { G } , { T } : Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle. 2/2 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	Vinereap Mentor B G Creature -- Squirrel Druid When this creature enters or dies, create a Food token. (It's an artifact with "{ 2 } , { T } , Sacrifice this token: You gain 3 life.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vinereap Mentor B G Creature -- Squirrel Druid When this creature enters or dies, create a Food token. (It's an artifact with "{ 2 } , { T } , Sacrifice this token: You gain 3 life.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Witch's Oven 1 Artifact { T } , Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{ 2 } , { T } , Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Oven 1 Artifact { T } , Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{ 2 } , { T } , Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Oven 1 Artifact { T } , Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{ 2 } , { T } , Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Oven 1 Artifact { T } , Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{ 2 } , { T } , Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ygra, Eater of All ③②⑥ Legendary Creature -- Elemental Cat Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ygra, Eater of All ③②⑥ Legendary Creature -- Elemental Cat Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ygra, Eater of All ③②⑥ Legendary Creature -- Elemental Cat Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ygra, Eater of All ③②⑥ Legendary Creature -- Elemental Cat Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrupt Decay ②⑥ Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrupt Decay ②⑥ Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrupt Decay ②⑥ Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target player discards two cards.
Then exile that player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target player discards two cards.
Then exile that player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/1

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4(R/G)

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add **{W}{U}{B}{R}{G}**. This mana can't be spent to pay generic mana costs.

[sidebar]

5/5

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G

Choose one - -

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

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B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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