

Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cache Grab 1G 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	Cache Grab 1G 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	Cache Grab 1G 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	Cache Grab 1G 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

Calamitous Cave-In 3R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In 3R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In 3R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In 3R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hearth Elemental

5 R

Creature -- Elemental

This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure.

4/5

Stoke Genius

① ②

Sorcery -- Adventure

Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Nursery

Land - - Cave

This land enters tapped.
{T}: Add {G}.
{4}{G}, {T}, Sacrifice this land:
Discover 4. Activate only as a
sorcery. (Exile cards from the top
of your library until you exile a
nonland card with mana value 4 or
less. Cast it without paying its
mana cost or put it into your hand.
Put the rest on the bottom in a
random order.)

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Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Promising Vein

Land - - Cave

{T}: Add {C}.
{1}, {T}, Sacrifice this land:
Search your library for a basic land
card, put it onto the battlefield
tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Matsukasa10 - Standard (Standard Challenge 32)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Promising Vein Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Promising Vein Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Promising Vein Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seed of Hope Instant Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disdainful Stroke ①U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke ①U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke ①U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreams of Steel and Oil B Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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