

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

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Buried Alive

2 B

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

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B

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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(B)

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Whenever this land becomes tapped,
it deals 1 damage to you.
{T}: Add one mana of any color.

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3GG

Echo {3}{G}{G} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters, create four 1/1 green Squirrel creature tokens.
Squirrel creatures get +1/+1.

1/1

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3 G G

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Squirrel creatures get +1/+1.

1/1

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① ②

As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle.

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① B

As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Basic Land -- Forest

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

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

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④ ⑤

At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.

4/4

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3 B B

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

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3 B B

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

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Living Death 3 B B Sorcery Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg Bombers 3 R Creature -- Goblin When another creature enters, sacrifice this creature and it deals 3 damage to target player or planeswalker. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg Bombers 3 R Creature -- Goblin When another creature enters, sacrifice this creature and it deals 3 damage to target player or planeswalker. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② ③

{X}, Sacrifice this enchantment:
Destroy each artifact, creature, and
enchantment with mana value X or
less.

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1 B G

{X}, Sacrifice this enchantment:
Destroy each artifact, creature, and
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Destroy each artifact, creature, and
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less.

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2 B

At the beginning of your upkeep, this creature deals 1 damage to each creature and each player. When this creature dies, it deals 1 damage to each creature and each player.

2/2

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2GG

Sacrifice a Beast: You gain 4 life.

4/4

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1 B

When this creature enters, target opponent discards a card.

1/1

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① ②

When this creature enters, target opponent discards a card.

1/1

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(X)(B)

As an additional cost to cast this spell, exile X cards from your graveyard.
You draw X cards and you lose X life.

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Skeletal Scrying X B Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spore Frog G Creature -- Frog Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 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
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Sylvan Library 1 6 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Library 1 6 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Explorer 6 Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Explorer 6 Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Covenant 1BR Instant As an additional cost to cast this spell, pay X life. Fire Covenant deals X damage divided as you choose among any number of target creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Blessing 16 Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom 2B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① B B

All creatures get -2/-2 until end of turn.

[sideboard]

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B

Each player sacrifices a creature of their choice.

[sidebar]

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① ⑥

Destroy target artifact or enchantment.

[sideboard]

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① ② ③

{X}, Sacrifice this enchantment:
Destroy each artifact, creature, and
enchantment with mana value X or
less.

[sideboard]

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①

{T}: Exile the bottom card of target player's graveyard.

{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sidebar]

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®

Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
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[sidebar]

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

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{1}: Exile target card from a
graveyard.
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2/2

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