

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
Cast Down 1B Instant Destroy target nonlegendary creature. 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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Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hour of Glory 3B Instant Exile target creature. If that creature was a God, its controller reveals their hand and exiles all cards from it with the same name as that creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jadelight Ranger 1GGG 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 PLAYbotbox.dev	Jadelight Ranger 1GGG 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 PLAYbotbox.dev	Jadelight Ranger 1GGG 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 PLAYbotbox.dev
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G

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

1/1

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① ②

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

① ②

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

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2 B B

When this creature enters, destroy target creature an opponent controls.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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2/2

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When this creature enters, destroy target creature an opponent controls.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When Risnkar enters, put a +1/+1 counter on each of up to two target creatures.
Each creature you control with a counter on it has "{T}: Add {G}."

2/2

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2 G

When Rishkar enters, put a +1/+1 counter on each of up to two target creatures.
Each creature you control with a counter on it has "{T}: Add {G}."

2/2

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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	Verdurous Gearhulk 3GG Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Verdurous Gearhulk 3GG Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdurous Gearhulk 3GG Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. 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	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	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	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

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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lifecrafter's Bestiary 3 Artifact At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay {G}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lifecrafter's Bestiary 3 Artifact At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay {G}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shapers' Sanctuary G Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shapers' Sanctuary G Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thrashing Brontodon 1GGG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thrashing Brontodon 1GG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska, Relic Seeker 4BG Legendary Planeswalker -- Vraska [+2]: Create a 2/2 black Pirate creature token with menace. [-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [-10]: Target player's life total becomes 1. [sideboard] L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska, Relic Seeker 4BG Legendary Planeswalker -- Vraska [+2]: Create a 2/2 black Pirate creature token with menace. [-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [-10]: Target player's life total becomes 1. [sideboard] L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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