

Find 8/96/96 Sorcery Return up to two target creature cards from your graveyard to your hand. Finality 4B6G Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Find 8/96/96 Sorcery Return up to two target creature cards from your graveyard to your hand. Finality 4B6G Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td>	Find 8/96/96 Sorcery Return up to two target creature cards from your graveyard to your hand. Finality 4B6G Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest

Basic Land -- Forest

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

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Glowspore Shaman

B G

Creature -- Elf Shaman

When this creature enters, mill three cards. You may put a land card from your graveyard on top of your library. (To mill a card, put the top card of your library into your graveyard.)

3/1

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Golgari Findbroker

B B G G

Creature -- Elf Shaman

When this creature enters, return target permanent card from your graveyard to your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golgari Findbroker

B B G G

Creature -- Elf Shaman

When this creature enters, return target permanent card from your graveyard to your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golgari Raiders (3)(G) Creature -- Elf Warrior Haste Undergrowth -- This creature enters with a +1/+1 counter on it for each creature card in your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Izoni, Thousand-Eyed (2)(B)(B)(G)(G) Legendary Creature -- Elf Shaman Undergrowth -- When Izoni enters, create a 1/1 black and green Insect creature token for each creature card in your graveyard. {B}{G}, Sacrifice another creature: You gain 1 life and draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Foragers (4)(G) Creature -- Insect Scout Undergrowth -- When this creature enters, you gain 1 life for each creature card in your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Foragers (4)(G) Creature -- Insect Scout Undergrowth -- When this creature enters, you gain 1 life for each creature card in your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kraul Harpooner (1)(G) Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner (1)(G) Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner (1)(G) Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotleth Giant (6)(B) Creature -- Zombie Giant Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MTGOLimited - Standard (Standard League)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Memorial to Folly Land This land enters tapped. {T}: Add {B}. {2}{B}, {T}, Sacrifice this land: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial to Folly Land This land enters tapped. {T}: Add {B}. {2}{B}, {T}, Sacrifice this land: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial to Folly Land This land enters tapped. {T}: Add {B}. {2}{B}, {T}, Sacrifice this land: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial to Folly Land This land enters tapped. {T}: Add {B}. {2}{B}, {T}, Sacrifice this land: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Merfolk Branchwalker 16 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Branchwalker 16 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Branchwalker 16 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Branchwalker 16 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Molderhulk (7)(B)(G) Creature -- Fungus Zombie Undergrowth -- This spell costs {1} less to cast for each creature card in your graveyard. When this creature enters, return target land card from your graveyard to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molderhulk (7)(B)(G) Creature -- Fungus Zombie Undergrowth -- This spell costs {1} less to cast for each creature card in your graveyard. When this creature enters, return target land card from your graveyard to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 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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Kraul Foragers (4)(G) Creature -- Insect Scout Undergrowth -- When this creature enters, you gain 1 life for each creature card in your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner (1)(G) Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaguecrafter (2)(B) Creature -- Human Shaman When this creature enters, each player sacrifices a creature or planeswalker of their choice. Each player who can't discards a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaguecrafter (2)(B) Creature -- Human Shaman When this creature enters, each player sacrifices a creature or planeswalker of their choice. Each player who can't discards a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plague Mare (1)(B)(B) Creature -- Nightmare Horse This creature can't be blocked by white creatures. When this creature enters, creatures your opponents control get -1/-1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plague Mare (1)(B)(B) Creature -- Nightmare Horse This creature can't be blocked by white creatures. When this creature enters, creatures your opponents control get -1/-1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ritual of Soot (2)(B)(B) Sorcery Destroy all creatures with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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