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| <div><div>Cori Mountain Monastery</div><div>Land</div><div><p>This land enters tapped unless you control a Plains or an Island.</p><p>{T}: Add {R}.</p><p>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fin Fang Foom<div>2RR</div></div><div>Legendary Creature -- Alien Dragon Villain</div><div><p>Flying</p><p>Whenever you cast an instant or sorcery spell that targets an artifact or land, copy that spell. You may choose new targets for the copy. Put two +1/+1 counters on Fin Fang Foom.</p></div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Fin Fang Foom<div>2RR</div></div><div>Legendary Creature -- Alien Dragon Villain</div><div><p>Flying</p><p>Whenever you cast an instant or sorcery spell that targets an artifact or land, copy that spell. You may choose new targets for the copy. Put two +1/+1 counters on Fin Fang Foom.</p></div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Fin Fang Foom<div>2RR</div></div><div>Legendary Creature -- Alien Dragon Villain</div><div><p>Flying</p><p>Whenever you cast an instant or sorcery spell that targets an artifact or land, copy that spell. You may choose new targets for the copy. Put two +1/+1 counters on Fin Fang Foom.</p></div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        |

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| <div> <b>Improvisation Capstone</b> <span>5</span><span>R</span><span>R</span> </div> <div>Sorcery -- Lesson</div> <div> <p>Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs.</p> <p>Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</p> </div> <div> <div>3/2</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Improvisation Capstone</b> <span>5</span><span>R</span><span>R</span> </div> <div>Sorcery -- Lesson</div> <div> <p>Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs.</p> <p>Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</p> </div> <div> <div>3/2</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Maelstrom Artisan</b> <span>1</span><span>R</span><span>R</span> </div> <div>Creature -- Minotaur Sorcerer</div> <div> <p>Haste</p> <p>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</p> </div> <div> <div>3/2</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                        | <div> <b>Maelstrom Artisan</b> <span>1</span><span>R</span><span>R</span> </div> <div>Creature -- Minotaur Sorcerer</div> <div> <p>Haste</p> <p>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</p> </div> <div> <div>3/2</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                        |
| <div> <b>Maelstrom Artisan</b> <span>1</span><span>R</span><span>R</span> </div> <div>Creature -- Minotaur Sorcerer</div> <div> <p>Haste</p> <p>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</p> </div> <div> <div>3/2</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                  | <div> <b>Maelstrom Artisan</b> <span>1</span><span>R</span><span>R</span> </div> <div>Creature -- Minotaur Sorcerer</div> <div> <p>Haste</p> <p>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</p> </div> <div> <div>3/2</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                  | <div> <b>Magmatic Hellkite</b> <span>2</span><span>R</span><span>R</span> </div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>4/5</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Magmatic Hellkite</b> <span>2</span><span>R</span><span>R</span> </div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>4/5</div> <div>OTHER FACE</div> <div> <b>Rocket Volley</b> <span>1</span><span>R</span> </div> <div>Sorcery</div> <div>Destroy target nonbasic land.</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |



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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Nova Hellkite</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying, haste</div> <div>When this creature enters, it deals 1 damage to target creature an opponent controls.</div> <div>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Price of Freedom</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery -- Lesson</div> <div> <div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                 | <div> <div>Price of Freedom</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery -- Lesson</div> <div> <div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                 | <div> <div>Price of Freedom</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery -- Lesson</div> <div> <div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Price of Freedom</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery -- Lesson</div> <div> <div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                      | <div> <div>Sarkhan, Dragon Ascendant</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Human Druid</div> <div> <div>When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)</div> <div>Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to its other types and gains flying.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sarkhan, Dragon Ascendant</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Human Druid</div> <div> <div>When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)</div> <div>Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to its other types and gains flying.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sear</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Sear deals 4 damage to target creature or planeswalker.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                              |

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| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hexing Squelcher</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Sorcerer</div> <div>This spell can't be countered.</div> <div>Ward--Pay 2 life.</div> <div>Spells you control can't be countered.</div> <div>Other creatures you control have "Ward--Pay 2 life."</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                               | <div> <div>Hexing Squelcher</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Sorcerer</div> <div>This spell can't be countered.</div> <div>Ward--Pay 2 life.</div> <div>Spells you control can't be countered.</div> <div>Other creatures you control have "Ward--Pay 2 life."</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                               |

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| <div> <div> Hexing Squelcher <div> <div>1</div> <div>R</div> </div> </div> <div> <div> Creature -- Goblin Sorcerer </div> <div> This spell can't be countered.<br/> Ward--Pay 2 life.<br/> Spells you control can't be countered.<br/> Other creatures you control have "Ward--Pay 2 life."<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Sear <div> <div>1</div> <div>R</div> </div> </div> <div> <div> Instant </div> <div> Sear deals 4 damage to target creature or planeswalker.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                   | <div> <div> Slagstorm <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div> Sorcery </div> <div> Choose one --<br/> * Slagstorm deals 3 damage to each creature.<br/> * Slagstorm deals 3 damage to each player.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                       | <div> <div> Slagstorm <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div> Sorcery </div> <div> Choose one --<br/> * Slagstorm deals 3 damage to each creature.<br/> * Slagstorm deals 3 damage to each player.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                       |
| <div> <div> Soul-Guide Lantern <div> <div>1</div> </div> </div> <div> <div> Artifact </div> <div> When this artifact enters, exile target card from a graveyard.<br/> {T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/> {1}, {T}, Sacrifice this artifact: Draw a card.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                               | <div> <div> Soul-Guide Lantern <div> <div>1</div> </div> </div> <div> <div> Artifact </div> <div> When this artifact enters, exile target card from a graveyard.<br/> {T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/> {1}, {T}, Sacrifice this artifact: Draw a card.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Sunspine Lynx <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div> Creature -- Elemental Cat </div> <div> Players can't gain life.<br/> Damage can't be prevented.<br/> When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Sunspine Lynx <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div> Creature -- Elemental Cat </div> <div> Players can't gain life.<br/> Damage can't be prevented.<br/> When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - Richardson, Martin - Boros Dragons (Fortnightly Proxy Standard)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Sunspine Lynx2RR</div> <div>Creature -- Elemental Cat</div> <div> <p>Players can't gain life.<br/>Damage can't be prevented.<br/>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</p> <p>[sideboard]</p> </div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Legend of Roku2RR</div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/>II -- Add one mana of any color.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <p>[sideboard]</p> </div> <div>-----<br/>-- -- BACK FACE -- --</div> <div>Avatar Roku</div> <div> <div>Legendary Creature -- Avatar</div> <div> <p>Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)<br/>{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.</p> </div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Ooze2</div> <div>Legendary Artifact</div> <div> <p>Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")<br/>{T}: Exile target card from a graveyard. Create a Mutagen token.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
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