

Airship Crash2G Instant Destroy target artifact, enchantment, or creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airship Crash2G Instant Destroy target artifact, enchantment, or creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airship Crash2G Instant Destroy target artifact, enchantment, or creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anzrag, the Quake-Mole2RG Legendary Creature -- Mole God Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase. {3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able. 8/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Anzrag, the Quake-Mole2RG Legendary Creature -- Mole God Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase. {3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able. 8/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up1R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up1R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up1R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bulk Up ①R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buster Sword ③ Artifact -- Equipment Equipped creature gets +3/+2. Whenever equipped creature deals combat damage to a player, draw a card, then you may cast a spell from your hand with mana value less than or equal to that damage without paying its mana cost. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Candy Trail ① Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Candy Trail ① Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Candy Trail ① Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. 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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Frenzied Baloth (G)(G) Creature -- Beast This spell can't be countered. Trample, haste Creature spells you control can't be countered. Combat damage can't be prevented. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Uprising (2)(G) Enchantment When this enchantment enters, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Whenever a creature you control with power 4 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Uprising (2)(G) Enchantment When this enchantment enters, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Whenever a creature you control with power 4 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Cinderdaw (2)(R) Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

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

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Pick Your Poison

G

Sorcery

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

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Rhino's Rampage

(R/G)

Sorcery

Target creature you control gets +1/+0 until end of turn. It fights target creature an opponent controls. When excess damage is dealt to the creature an opponent controls this way, destroy up to one target noncreature artifact with mana value 3 or less.

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Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2
life. If you don't, it enters
tapped.

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Land -- Mountain Forest

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Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak, Elusive Hunter 26 Legendary Creature -- Human Warrior This spell can't be countered. Trample Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak, Elusive Hunter 26 Legendary Creature -- Human Warrior This spell can't be countered. Trample Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titanic Growth 16 Instant Target creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titanic Growth 16 Instant Target creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Target creature gets +4/+4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Target creature gets +4/+4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.

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②③

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.

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R **G**

Haste
Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

3/2

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R **G**

Haste
Delirium -- This creature gets +1/+1
and has trample as long as there are
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3/2

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R **G**

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Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

3/2

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①

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact:
You gain 3 life and draw a card.

[sidebar]

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Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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