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| <div> <div> <b>Agonasaur Rex</b> <div> 3 G G </div> </div> <div> <div>Creature -- Dinosaur</div> <div> Trample<br/> Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)<br/> When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn. </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Agonasaur Rex</b> <div> 3 G G </div> </div> <div> <div>Creature -- Dinosaur</div> <div> Trample<br/> Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)<br/> When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn. </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Archfiend of the Dross</b> <div> 2 B B </div> </div> <div> <div>Creature -- Phyrexian Demon</div> <div> Flying<br/> This creature enters with four oil counters on it.<br/> At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Archfiend of the Dross</b> <div> 2 B B </div> </div> <div> <div>Creature -- Phyrexian Demon</div> <div> Flying<br/> This creature enters with four oil counters on it.<br/> At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |
| <div> <div> <b>Assassin's Trophy</b> <div> B G </div> </div> <div> <div>Instant</div> <div> Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                              | <div> <div> <b>Assassin's Trophy</b> <div> B G </div> </div> <div> <div>Instant</div> <div> Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                              | <div> <div> <b>Assassin's Trophy</b> <div> B G </div> </div> <div> <div>Instant</div> <div> Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                      | <div> <div> <b>Balustrade Wurm</b> <div> 3 G G </div> </div> <div> <div>Creature -- Wurm</div> <div> This spell can't be countered.<br/> Trample, haste<br/> Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                         |

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| <b>Balustrade Wurm</b> <span>(3)(G)(G)</span><br><hr/> Creature -- Wurm<br><hr/> This spell can't be countered.<br>Trample, haste<br>Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Bitter Triumph</b> <span>(1)(B)</span><br><hr/> Instant<br><hr/> As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         | <b>Bitter Triumph</b> <span>(1)(B)</span><br><hr/> Instant<br><hr/> As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         | <b>Broodheart Engine</b> <span>(B)(G)</span><br><hr/> Artifact<br><hr/> At the beginning of your upkeep, surveil 1.<br>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Broodheart Engine</b> <span>(B)(G)</span><br><hr/> Artifact<br><hr/> At the beginning of your upkeep, surveil 1.<br>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                | <b>Fabled Passage</b><br><hr/> Land<br><hr/> {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fabled Passage</b><br><hr/> Land<br><hr/> {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fabled Passage</b><br><hr/> Land<br><hr/> {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                               |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |
| <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goldvein Hydra</div><div>Creature -- Hydra</div><div>Vigilance, trample, haste<br/>This creature enters with X +1/+1 counters on it.<br/>When this creature dies, create a number of tapped Treasure tokens equal to its power.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goldvein Hydra</div><div>Creature -- Hydra</div><div>Vigilance, trample, haste<br/>This creature enters with X +1/+1 counters on it.<br/>When this creature dies, create a number of tapped Treasure tokens equal to its power.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goldvein Hydra</div><div>Creature -- Hydra</div><div>Vigilance, trample, haste<br/>This creature enters with X +1/+1 counters on it.<br/>When this creature dies, create a number of tapped Treasure tokens equal to its power.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Kogla and Yidaro</b> (2)(R)(R)(G)(G)<br>Legendary Creature -- Ape Dinosaur Turtle<br>When Kogla and Yidaro enters, choose one --<br>* It gains trample and haste until end of turn.<br>* It fights target creature you don't control.<br>{2}{R}{G}, Discard this card: Destroy up to one target artifact or enchantment. Shuffle this card into your library from your graveyard, then draw a card.<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kogla and Yidaro</b> (2)(R)(R)(G)(G)<br>Legendary Creature -- Ape Dinosaur Turtle<br>When Kogla and Yidaro enters, choose one --<br>* It gains trample and haste until end of turn.<br>* It fights target creature you don't control.<br>{2}{R}{G}, Discard this card: Destroy up to one target artifact or enchantment. Shuffle this card into your library from your graveyard, then draw a card.<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                    | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                      |
| <b>Outcaster Trailblazer</b> (2)(G)<br>Creature -- Human Druid<br>When this creature enters, add one mana of any color.<br>Whenever another creature you control with power 4 or greater enters, draw a card.<br>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                       | <b>Outcaster Trailblazer</b> (2)(G)<br>Creature -- Human Druid<br>When this creature enters, add one mana of any color.<br>Whenever another creature you control with power 4 or greater enters, draw a card.<br>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                       | <b>Outcaster Trailblazer</b> (2)(G)<br>Creature -- Human Druid<br>When this creature enters, add one mana of any color.<br>Whenever another creature you control with power 4 or greater enters, draw a card.<br>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Qarsi Revenant</b> (1)(B)(B)<br>Creature -- Vampire<br>Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Qarsi Revenant</b> (1)(B)(B)<br>Creature -- Vampire<br>Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                    | <b>Qarsi Revenant</b> (1)(B)(B)<br>Creature -- Vampire<br>Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                    | <b>Raucous Theater</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         | <b>Raucous Theater</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         |
| <b>Restless Cottage</b><br>Land<br>This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Restless Cottage</b><br>Land<br>This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scavenger Regent</b> (3)(B)<br>Creature -- Dragon<br>Flying<br>Ward--Discard a card.<br><div>4/4</div> ----- ADVENTURE -----<br><b>Exude Toxin</b> (X)(B)(B)<br>Sorcery -- Omen<br>Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scavenger Regent</b> (3)(B)<br>Creature -- Dragon<br>Flying<br>Ward--Discard a card.<br><div>4/4</div> ----- ADVENTURE -----<br><b>Exude Toxin</b> (X)(B)(B)<br>Sorcery -- Omen<br>Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Scavenger Regent</div> <div>3B</div> <div>Creature -- Dragon</div> <div>Flying</div> <div>Ward--Discard a card.</div> <div>4/4</div> <div>----- ADVENTURE -----</div> <div>Exude Toxin</div> <div>XB</div> <div>Sorcery -- Omen</div> <div>Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse</div> <div>2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch</div> <div>Whenever you draw a card, you gain 2 life.</div> <div>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse</div> <div>2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch</div> <div>Whenever you draw a card, you gain 2 life.</div> <div>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Unholy Annex2B</div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div><div>Ritual Chamber3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unholy Annex2B</div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div><div>Ritual Chamber3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unholy Annex2B</div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div><div>Ritual Chamber3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div>Vaultborn Tyrant5GG</div><div>Creature -- Dinosaur</div><div>Trample<br/>Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.<br/>When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vaultborn Tyrant5GG</div><div>Creature -- Dinosaur</div><div>Trample<br/>Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.<br/>When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                         | <div><div>Vivien Reid3GG</div><div>Legendary Planeswalker -- Vivien</div><div>[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/>[-3]: Destroy target artifact, enchantment, or creature with flying.<br/>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div>Vivien Reid3GG</div><div>Legendary Planeswalker -- Vivien</div><div>[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/>[-3]: Destroy target artifact, enchantment, or creature with flying.<br/>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     |

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| <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                            | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                              | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                              | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                         |
| <div>Craterhoof Behemoth (5)(G)(G)(G)</div> <div>Creature -- Beast</div> <div>Haste<br/>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cruelclaw's Heist (B)(B)</div> <div>Sorcery</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cruelclaw's Heist (B)(B)</div> <div>Sorcery</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deadly Cover-Up (3)(B)(B)</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Deadly Cover-Up</b> (3)(B)(B)<br>Sorcery<br><p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sire of Seven Deaths</b> (7)<br>Creature -- Eldrazi<br><p>Reach, first strike<br/>Vigilance, menace<br/>Trample, lifelink<br/>Ward--Pay 7 life.</p> <p>[sideboard]</p> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                | <b>Tear Asunder</b> (1)(G)<br>Instant<br><p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                 | <b>Tear Asunder</b> (1)(G)<br>Instant<br><p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                         |
| <b>Tear Asunder</b> (1)(G)<br>Instant<br><p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                        | <b>The End</b> (2)(B)(B)<br>Instant<br><p>This spell costs {2} less to cast if your life total is 5 or less.<br/>Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>The End</b> (2)(B)(B)<br>Instant<br><p>This spell costs {2} less to cast if your life total is 5 or less.<br/>Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>The Stone Brain</b> (2)<br>Legendary Artifact<br><p>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>The Stone Brain</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tyrranax Rex</div> <div>4GGG</div> </div> <div> <div> <div>Creature -- Phyrexian Dinosaur</div> <div> This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) </div> <div>[sideboard]</div> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tyrranax Rex</div> <div>4GGG</div> </div> <div> <div> <div>Creature -- Phyrexian Dinosaur</div> <div> This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) </div> <div>[sideboard]</div> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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