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| <b>Biotech Specialist</b> <span>(R)(G)</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Biotech Specialist</b> <span>(R)(G)</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Biotech Specialist</b> <span>(R)(G)</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Biotech Specialist</b> <span>(R)(G)</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Blazemire Verge</b><br><hr/> Land<br><hr/> <p>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                             | <b>Blazemire Verge</b><br><hr/> Land<br><hr/> <p>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                             | <b>Blood Crypt</b><br><hr/> Land -- Swamp Mountain<br><hr/> <p>({T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                               | <b>Blood Crypt</b><br><hr/> Land -- Swamp Mountain<br><hr/> <p>({T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                               |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{B}</b> or <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{B}</b> or <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{B}</b> or <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               |
| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{B}</b> or <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>(<b>{T}</b>): Add <b>{G}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><b>Gene Pollinator</b><div>6</div></div><div>Artifact Creature -- Robot Insect</div><div><b>{T}</b>, Tap an untapped permanent you control: Add one mana of any color.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Gene Pollinator</b><div>6</div></div><div>Artifact Creature -- Robot Insect</div><div><b>{T}</b>, Tap an untapped permanent you control: Add one mana of any color.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Gene Pollinator</b> <span>(G)</span> </div> <div> Artifact Creature -- Robot Insect </div> <div> {T}, Tap an untapped permanent you control: Add one mana of any color. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                     | <div> <b>Gene Pollinator</b> <span>(G)</span> </div> <div> Artifact Creature -- Robot Insect </div> <div> {T}, Tap an untapped permanent you control: Add one mana of any color. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                     | <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Lively Dirge</b> <span>(1)(B)</span> </div> <div> Sorcery </div> <div> Spree (Choose one or more additional costs.)<br/> + {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/> + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>           | <div> <b>Lively Dirge</b> <span>(1)(B)</span> </div> <div> Sorcery </div> <div> Spree (Choose one or more additional costs.)<br/> + {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/> + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>           |

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| <div><div>Lively Dirge</div><div><div>1B</div></div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lively Dirge</div><div><div>1B</div></div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                  | <div><div>Magda, the Hoardmaster</div><div><div>1R</div></div></div> <div>Legendary Creature -- Dwarf Berserker</div> <div>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)<br/>Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste.<br/>Activate only as a sorcery.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Magda, the Hoardmaster</div><div><div>1R</div></div></div> <div>Legendary Creature -- Dwarf Berserker</div> <div>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)<br/>Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste.<br/>Activate only as a sorcery.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Mountain</div><div><div>1B</div></div></div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div>Obsessive Pursuit</div><div><div>1B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Obsessive Pursuit</div><div><div>1B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>  | <div><div>Obsessive Pursuit</div><div><div>1B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>  |

1 B

When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "[2], Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.

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## Land - - Swamp Forest

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

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## Land - - Swamp Forest

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

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## 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

**B**

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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2 R R

Flying, haste  
Whenever Smaug attacks, he deals  
damage equal to the number of  
Treasures you control to any target.  
At the beginning of your upkeep,  
create a Treasure token.

4/3

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## Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>(<b>{T}</b>): Add <b>{R}</b> or <b>{G}</b>.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            |
| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>(<b>{T}</b>): Add <b>{R}</b> or <b>{G}</b>.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>(<b>{T}</b>): Add <b>{R}</b> or <b>{G}</b>.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>(<b>{T}</b>): Add <b>{B}</b>.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div>The Misty Mountains Cold ②③</div><div>Enchantment -- Saga</div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)</p><p>I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "<b>{T}</b>, Sacrifice this token: Add one mana of any color.")</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>The Misty Mountains Cold</b> (2)(R)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/>I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Misty Mountains Cold</b> (2)(R)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/>I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Sackville-Bagginses</b> (1)(B)</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                       | <p><b>The Sackville-Bagginses</b> (1)(B)</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                       |
| <p><b>The Sackville-Bagginses</b> (1)(B)</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                     | <p><b>The Sackville-Bagginses</b> (1)(B)</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                     | <p><b>Torch the Tower</b> (R)</p> <p>Instant</p> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Torch the Tower</b> (R)</p> <p>Instant</p> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Umbral Collar Zealot</b> (1)(B)<br>Creature -- Human Cleric<br>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Umbral Collar Zealot</b> (1)(B)<br>Creature -- Human Cleric<br>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Umbral Collar Zealot</b> (1)(B)<br>Creature -- Human Cleric<br>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wolverine, Fierce Fighter</b> (2)(R)(G)<br>Legendary Creature -- Mutant Berserker Hero<br>Haste<br>When Wolverine enters, he fights up to one other target creature. If damage would be dealt to Wolverine, instead that damage is dealt, but all other damage already dealt to him is healed.<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                              | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                              | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                              | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                               |

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| <b>Giant Cindermaw</b> (2)(R)<br>Creature -- Dinosaur Beast<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br>Players can't gain life.<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                       | <b>Guerrilla Gorilla</b> (1)(G)<br>Creature -- Ape Soldier Hero<br>Reach<br>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Professor Dellian Fel</b> (2)(B)(G)<br>Legendary Planeswalker -- Dellian<br>[+2]: You gain 3 life.<br>[0]: You draw a card and lose 1 life.<br>[-3]: Destroy target creature.<br>[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."<br>[sideboard]<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Requiring Hex</b> (B)<br>Instant<br>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Seedship Impact</b> (1)(G)<br>Instant<br>Destroy target artifact or enchantment. If its mana value was 2 or less, create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Strategic Betrayal</b> (1)(B)<br>Sorcery<br>Target opponent exiles a creature they control and their graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                              | <b>Strategic Betrayal</b> (1)(B)<br>Sorcery<br>Target opponent exiles a creature they control and their graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                              | <b>Strategic Betrayal</b> (1)(B)<br>Sorcery<br>Target opponent exiles a creature they control and their graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                           |

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| <div> <div> <b>Strategic Betrayal</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target opponent exiles a creature they control and their graveyard. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vengeful Tracker</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div> Whenever an opponent sacrifices an artifact, this creature deals 2 damage to them. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vicious Rivalry</b> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life.<br/> Destroy all artifacts and creatures with mana value X or less. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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