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| <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                            | <div>Bolas's Citadel    3BBB</div> <div>Legendary Artifact</div> <div>You may look at the top card of your library any time.<br/>You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.<br/>{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       | <div>Bolas's Citadel    3BBB</div> <div>Legendary Artifact</div> <div>You may look at the top card of your library any time.<br/>You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.<br/>{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       | <div>Bolas's Citadel    3BBB</div> <div>Legendary Artifact</div> <div>You may look at the top card of your library any time.<br/>You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.<br/>{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       |
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Playtest cards - ==Alfa== - Pioneer (Pioneer League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Catacomb Sifter<div><div>1B6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."<br/>Whenever another creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Collected Company<div><div>36</div></div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Collected Company<div><div>36</div></div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Collected Company<div><div>36</div></div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Elvish Mystic</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Elvish Mystic</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Elvish Mystic</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |

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| <b>Elvish Mystic</b> <span>Ⓞ</span><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  | <b>Gilded Goose</b> <span>Ⓞ</span><br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br><div>0/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Korvold, Fae-Cursed King</b> <span>2</span> <span>Ⓑ</span> <span>Ⓡ</span> <span>Ⓞ</span><br>Legendary Creature -- Dragon Noble<br>Flying<br>Whenever Korvold enters or attacks, sacrifice another permanent.<br>Whenever you sacrifice a permanent, put a +1/+1 counter on Korvold and draw a card.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> <span>Ⓞ</span><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                 |
| <b>Llanowar Elves</b> <span>Ⓞ</span><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> <span>Ⓞ</span><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                           | <b>Llanowar Elves</b> <span>Ⓞ</span><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                         | <b>Mayhem Devil</b> <span>1</span> <span>Ⓑ</span> <span>Ⓡ</span><br>Creature -- Devil<br>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <p><b>Mayhem Devil</b> (1)(B)(R)</p> <p>Creature -- Devil</p> <p>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Mayhem Devil</b> (1)(B)(R)</p> <p>Creature -- Devil</p> <p>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Mayhem Devil</b> (1)(B)(R)</p> <p>Creature -- Devil</p> <p>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                      | <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>([T]): Add [B] or [G].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                       |
| <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>([T]): Add [B] or [G].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>  | <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>([T]): Add [B] or [G].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>  | <p><b>Priest of Forgotten Gods</b> (1)(B)</p> <p>Creature -- Human Cleric</p> <p>[T], Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add [B][B] and draw a card. (Activate only as an instant.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Priest of Forgotten Gods</b> (1)(B)</p> <p>Creature -- Human Cleric</p> <p>[T], Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add [B][B] and draw a card. (Activate only as an instant.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Priest of Forgotten Gods</b> ①⑧<br>Creature -- Human Cleric<br>{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev            | <b>Priest of Forgotten Gods</b> ①⑧<br>Creature -- Human Cleric<br>{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev            | <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
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| <p><b>Woe Strider</b> (2)(B)</p> <p>Creature -- Horror</p> <p>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Woe Strider</b> (2)(B)</p> <p>Creature -- Horror</p> <p>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                            | <p><b>Woe Strider</b> (2)(B)</p> <p>Creature -- Horror</p> <p>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                            | <p><b>Woe Strider</b> (2)(B)</p> <p>Creature -- Horror</p> <p>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Abrade</b> (1)(R)</p> <p>Instant</p> <p>Choose one --<br/> * Abrade deals 3 damage to target creature.<br/> * Destroy target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                       | <p><b>Binding the Old Gods</b> (2)(B)(G)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target nonland permanent an opponent controls.<br/> II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle.<br/> III -- Creatures you control gain deathtouch until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Binding the Old Gods</b> (2)(B)(G)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target nonland permanent an opponent controls.<br/> II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle.<br/> III -- Creatures you control gain deathtouch until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fatal Push</b> (B)</p> <p>Instant</p> <p>Destroy target creature if it has mana value 2 or less.<br/> Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                               |

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**B**

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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**(B)**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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4 R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

5/5

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1 R G

**Indestructible**  
As long as your devotion to red and green is less than seven, Klothys isn't a creature.

At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters, you may destroy target artifact or enchantment.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B R

This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B R

This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

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| <div> <div>Slaughter Games</div> <div> <div>2</div> <div>B</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Slaughter Games</div> <div> <div>2</div> <div>B</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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