

<div> Biotech Specialist RG </div> <div> Creature -- Insect Scientist </div> <div> <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.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Biotech Specialist RG </div> <div> Creature -- Insect Scientist </div> <div> <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.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Biotech Specialist RG </div> <div> Creature -- Insect Scientist </div> <div> <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.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Biotech Specialist RG </div> <div> Creature -- Insect Scientist </div> <div> <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.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Blazemire Verge </div> <div> Land </div> <div> <p>{T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Blood Crypt </div> <div> Land -- Swamp Mountain </div> <div> <p>{T}: Add {B} or {R}. As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Blood Crypt </div> <div> Land -- Swamp Mountain </div> <div> <p>{T}: Add {B} or {R}. As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Blood Crypt </div> <div> Land -- Swamp Mountain </div> <div> <p>{T}: Add {B} or {R}. As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Bristlebud Farmer 2GG</div><div>Creature -- Plant Druid</div><div>Trample When this creature enters, create two Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever this creature attacks, you may sacrifice a Food. If you do, mill three cards. You may put a permanent card from among them into your hand.</div><div>5/5</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>Gene Pollinator G</div><div>Artifact Creature -- Robot Insect</div><div>{T}, Tap an untapped permanent you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gene Pollinator G</div><div>Artifact Creature -- Robot Insect</div><div>{T}, Tap an untapped permanent you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Gene Pollinator Ⓞ </div> <div> Artifact Creature -- Robot Insect </div> <div> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gene Pollinator Ⓞ </div> <div> Artifact Creature -- Robot Insect </div> <div> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Greedy Freebooter Ⓑ </div> <div> Creature -- Human Pirate </div> <div> <p>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.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Greedy Freebooter Ⓑ </div> <div> Creature -- Human Pirate </div> <div> <p>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.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div>Lively Dirge</div> <div> <div>1</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.</p> <p>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lively Dirge</div> <div> <div>1</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.</p> <p>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Llanowar Elves</div> <div> <div>G</div> </div> <div>Creature -- Elf Druid</div> <div> <p>{T}: Add {G}.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Llanowar Elves</div> <div> <div>G</div> </div> <div>Creature -- Elf Druid</div> <div> <p>{T}: Add {G}.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Mountain</div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mutagen Man, Living Ooze</div> <div> <div>X</div> <div>G</div> <div>G</div> </div> <div>Legendary Creature -- Ooze Mutant</div> <div> <p>Trample</p> <p>Activated abilities of artifact tokens you control cost {1} less to activate.</p> <p>When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Obsessive Pursuit</div> <div> <div>1</div> <div>B</div> </div> <div>Enchantment</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Obsessive Pursuit</div> <div> <div>1</div> <div>B</div> </div> <div>Enchantment</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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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1 B

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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

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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2G

Creature -- Merfolk Warrior Scout

Vigilance
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)

3/4

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2 R R

Legendary Creature -- Dragon

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>Stir Up Trouble</div><div>Sorcery</div><div><p>As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.</p><p>Destroy target creature.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stir Up Trouble</div><div>Sorcery</div><div><p>As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.</p><p>Destroy target creature.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</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>{T}: Add {R} or {G}.)</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>{T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>The Misty Mountains Cold 2R</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) 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.")</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Misty Mountains Cold 2R</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) 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.")</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Sackville-Bagginses 1B</div> <div>Legendary Creature -- Halfling Citizen</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Sackville-Bagginses 1B</div> <div>Legendary Creature -- Halfling Citizen</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>The Sackville-Bagginses 1B</div> <div>Legendary Creature -- Halfling Citizen</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Sackville-Bagginses 1B</div> <div>Legendary Creature -- Halfling Citizen</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Torch the Tower R</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - pizzangry - Token Sacrifice Combo (Standard Challenge 16)

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 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Torch the Tower</div><div>R</div></div><div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Umbral Collar Zealot</div><div>1B</div></div><div><div>Creature -- Human Cleric</div><div>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Umbral Collar Zealot</div><div>1B</div></div><div><div>Creature -- Human Cleric</div><div>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wastewood Verge</div><div></div></div><div><div>Land</div><div>{T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Duress</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Duress</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fire Magic</div><div>R</div></div><div><div>Instant</div><div>Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fire Magic</div><div>R</div></div><div><div>Instant</div><div>Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Guerrilla Gorilla</div><div>①⑥</div></div><div>Creature -- Ape Soldier Hero</div><div>Reach Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Heritage Reclamation</div><div>①⑥</div></div><div>Instant</div><div>Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Professor Dellian Fel</div><div>②③⑥</div></div><div>Legendary Planeswalker -- Dellian</div><div>[+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."</div><div>[sideboard]</div><div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Professor Dellian Fel</div><div>②③⑥</div></div><div>Legendary Planeswalker -- Dellian</div><div>[+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."</div><div>[sideboard]</div><div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Shoot the Sheriff</div><div>①③</div></div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Shoot the Sheriff</div><div>①③</div></div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>①③</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>①③</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>The Ooze</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> 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.") {T}: Exile target card from a graveyard. Create a Mutagen token. </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torch the Tower</div> <div>R</div> </div> <div> <div> <div>Instant</div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vicious Rivalry</div> <div>2B6</div> </div> <div> <div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life. Destroy all artifacts and creatures with mana value X or less. </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	