

<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>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.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>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.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>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.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>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.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}. 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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}. 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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}. 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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>({T}): Add {B} or {R}.) 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>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>
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<div> Gene Pollinator (G) </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 (G) </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 (B) </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 (B) </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Llanowar Elves</div> <div> <div>G</div> </div> <div>Creature -- Elf Druid</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Magda, the Hoardmaster</div> <div> <div>1</div> <div>R</div> </div> <div>Legendary Creature -- Dwarf Berserker</div> <div> <p>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.)</p> <p>Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste.</p> <p>Activate only as a sorcery.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div>Mountain</div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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.")</p> <p>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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.")</p> <p>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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.")</p> <p>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Obsessive Pursuit</div><div><div>1</div><div>B</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.") 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) 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>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) 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>Requiring Hex</div><div>B</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Smaug the Magnificent</div><div><div>2</div><div>R</div><div>R</div></div></div> <div>Legendary Creature -- Dragon</div> <div>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.</div> <div><div>4/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Starting Town</div></div> <div>Land -- Town</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Starting Town</div></div> <div>Land -- Town</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Starting Town</div></div> <div>Land -- Town</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Stir Up Trouble

B

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.
Destroy target creature.

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Stomping Ground

Land -- Mountain Forest

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

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Stomping Ground

Land -- Mountain Forest

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

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Stomping Ground

Land - - Mountain Forest

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

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Swamp

Basic Land -- Swamp

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

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The Misty Mountains Cold (2)(R)

Enchantment -- Saga

(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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Misty Mountains Cold (2)(R)

Enchantment -- Saga

(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.")

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The Sackville-Bagginses (1)(B)

Legendary Creature -- Halfling Citizen

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.

2/2

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<div><div><div>The Sackville-Bagginses (1)(B)</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 PLAYbotbox.dev</div></div></div>	<div><div><div>The Sackville-Bagginses (1)(B)</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 PLAYbotbox.dev</div></div></div>	<div><div><div>The Sackville-Bagginses (1)(B)</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 PLAYbotbox.dev</div></div></div>	<div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Umbral Collar Zealot (1)(B)</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>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

1 B

Sacrifice another creature or artifact: **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

3/2

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Sacrifice another creature or artifact: **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

3/2

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1 B

Sacrifice another creature or artifact: **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

3/2

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Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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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.
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[sideboard]

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<div><div>Fire Magic</div><div>R</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Guerrilla Gorilla</div><div>1G</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Heritage Reclamation</div><div>1G</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>Leatherhead, Swamp Stalker</div><div>2GG</div></div> <div>Legendary Creature -- Crocodile Mutant Rogue</div> <div>Trample Leatherhead enters with a hexproof counter on her. Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.</div> <div>[sideboard]</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Maelstrom Pulse</div><div>1BG</div></div> <div>Sorcery</div> <div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Professor Dellian Fel</div><div>2BG</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>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shoot the Sheriff</div><div>1B</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>Strategic Betrayal</div><div>1B</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>Strategic Betrayal</div><div><div>1</div><div>B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Vengeful Tracker</div><div><div>1</div><div>R</div></div><div>Creature -- Human Detective</div><div>Whenever an opponent sacrifices an artifact, this creature deals 2 damage to them.</div><div>[sideboard]</div><div><div>2/2</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	
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