Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Adaptive Automaton {3}

Artifact Creature -- Construct

As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
Other creatures you control of the chosen type get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barkform Harvester {3}

Artifact Creature -- Shapeshifter

Changeling (This card is every creature type.)
Reach
{2}: Put target card from your graveyard on the bottom of your library.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - osrss - Standard (???2 / Standard Cup 2) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmaw's Ire (R)

Instant

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

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({T}: Add {R}.)

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Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

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Overprotect {1}{G}

Instant

Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Formation {1}{G}

Instant

Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plasma Bolt {R}

Sorcery

Plasma Bolt deals 2 damage to any target.
Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

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Sarkhan, Dragon Ascendant {1}{R}

Legendary Creature -- Human Druid

When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)
Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to his other types and gains flying.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taurean Mauler 2R

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Abandon

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Tree Mascot (2)

Artifact Creature -- Shapeshifter

Changeling (This card is every creature type.)
{1}: Add one mana of any color. Activate only once each turn.

2/1

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Throne of the Grim Captain (2)

Legendary Artifact

{T}: Mill two cards.
Craft with a Dinosaur, a Merfolk, a Pirate, and a Vampire {4} ({4}, Exile this artifact, Exile the four from among permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

The Grim Captain

Legendary Creature -- Skeleton Spirit Pirate

Menace, trample, lifelink, hexproof
Whenever The Grim Captain attacks, each opponent sacrifices a nonland permanent of their choice. Then you may put an exiled creature card used to craft The Grim Captain onto the battlefield under your control tapped and attacking.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrumming Hivepool (6)

Artifact

Affinity for Slivers (This spell costs {1} less to cast for each Sliver you control.)
Slivers you control have double strike and haste.
At the beginning of your upkeep, create two 1/1 colorless Sliver creature tokens.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torgal, A Fine Hound {1}{G}

Legendary Creature -- Wolf

Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control.
{T}: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Propulsion {2}{R}

Instant

Target creature deals damage to itself equal to its power. If that creature has flying, it deals twice that much damage to itself instead.

[sideboard]

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Cut Propulsion (2)(R)

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic (R)

Instant

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.

[sideboard]

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Fire Magic (R)

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Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
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* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overrun (2)(G)(G)(G)

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Formation (1)(G)

Instant

Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[sideboard]

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Instant

Choose one --
* Destroy target creature with flying.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

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Pick Your Poison {G}

Sorcery

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* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slagstorm {1}{R}{R}

Sorcery

Choose one --
* Slagstorm deals 3 damage to each creature.
* Slagstorm deals 3 damage to each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slagstorm {1}{R}{R}

Sorcery

Choose one --
* Slagstorm deals 3 damage to each creature.
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[sideboard]

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