Biotech Specialist (R)(G)

Creature -- Insect Scientist

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biotech Specialist (R)(G)

Creature -- Insect Scientist

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biotech Specialist (R)(G)

Creature -- Insect Scientist

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biotech Specialist (R)(G)

Creature -- Insect Scientist

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gene Pollinator (G)

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Gene Pollinator (G)

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gene Pollinator (G)

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gene Pollinator (G)

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greedy Freebooter (B)

Creature -- Human Pirate

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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greedy Freebooter (B)

Creature -- Human Pirate

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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greedy Freebooter (B)

Creature -- Human Pirate

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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge (1)(B)

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.
+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Lively Dirge {1}{B}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.
+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge {1}{B}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.
+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge {1}{B}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.
+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magda, the Hoardmaster {1}{R}

Legendary Creature -- Dwarf Berserker

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.)
Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magda, the Hoardmaster {1}{R}

Legendary Creature -- Dwarf Berserker

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.)
Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutagen Man, Living Ooze {X}{G}{G}

Legendary Creature -- Ooze Mutant

Trample
Activated abilities of artifact tokens you control cost {1} less to activate.
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.")

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsessive Pursuit {1}{B}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Obsessive Pursuit {1}{B}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsessive Pursuit {1}{B}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsessive Pursuit {1}{B}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

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

Overgrown Tomb

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

Overgrown Tomb

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

Requiting Hex {B}

Instant

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

Requiting Hex {B}

Instant

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

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Smaug the Magnificent (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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stir Up Trouble (B)

Sorcery

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

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

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

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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tarrian's Journal (1)(B)

Legendary Artifact -- Book

{T}, Sacrifice another artifact or creature: Draw a card. Activate only as a sorcery.
{2}, {T}, Discard your hand: Transform Tarrian's Journal.

- - - BACK FACE - - -

The Tomb of Aclazotz

Legendary Land -- Cave

(Transforms from Tarrian's Journal.)
{T}: Add {B}.
{T}: You may cast a creature spell from your graveyard this turn. If you do, it enters with a finality counter on it and is a Vampire in addition to its other types. (If a creature with a finality counter on it would die, exile it instead.)

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.")

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Torch the Tower {R}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umbral Collar Zealot {1}{B}

Creature -- Human Cleric

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umbral Collar Zealot {1}{B}

Creature -- Human Cleric

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolverine, Fierce Fighter {2}{R}{G}

Legendary Creature -- Mutant Berserker Hero

Haste
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.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Spark Hunter {3}{R}

Legendary Planeswalker -- Chandra

At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.
[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.
[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.
[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Duress {B}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Cindermaw {2}{R}

Creature -- Dinosaur Beast

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Players can't gain life.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grievous Wound {3}{B}{B}

Enchantment -- Aura

Enchant player
Enchanted player can't gain life.
Whenever enchanted player is dealt damage, they lose half their life, rounded up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guerrilla Gorilla {1}{G}

Creature -- Ape Soldier Hero

Reach
Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The End {2}{B}{B}

Instant

This spell costs {2} less to cast if your life total is 5 or less.
Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

The Ooze {2}

Legendary Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower {R}

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Tracker {1}{R}

Creature -- Human Detective

Whenever an opponent sacrifices an artifact, this creature deals 2 damage to them.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vicious Rivalry {2}{B}{G}

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vengence - Token Sacrifice Combo (??????????? Magic Spotlight: Fracture) sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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.