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

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1/3

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

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

Playtest cards - Platinum-Mythic Rank Player - Token Sacrifice Combo (Traditional Standard sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Inspector (B)

Creature -- Human Soldier

Menace (This creature can't be blocked except by two or more creatures.)
When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Precision (B)

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fanatical Offering {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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

Gene Pollinator {G}

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldvein Hydra {X}{G}

Creature -- Hydra

Vigilance, trample, haste
This creature enters with X +1/+1 counters on it.
When this creature dies, create a number of tapped Treasure tokens equal to its power.

0/0

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

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rottenmouth Viper (5)(B)

Creature -- Elemental Snake

As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way.
Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.

6/6

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - Platinum-Mythic Rank Player - Token Sacrifice Combo (Traditional Standard sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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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

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

Susurian Voidborn (2)(B)

Creature -- Vampire Soldier

Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life.
Warp {B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Token Sacrifice Combo (Traditional Standard sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Whenever you sacrifice a token, target opponent loses 1 life.

2/2

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

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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

Duress {B}

Sorcery

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

[sideboard]

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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

Playtest cards - Platinum-Mythic Rank Player - Token Sacrifice Combo (Traditional Standard sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Guerrilla Gorilla {1}{G}

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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

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[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]

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[sideboard]

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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

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

Vengeful Tracker (1)(R)

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Token Sacrifice Combo (Traditional Standard sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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