

Assassin's Trophy (B)(G) Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage Tyrant (4)(G)(G) Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage Tyrant (4)(G)(G) Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage Tyrant (4)(G)(G) Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cast Down (1)(B) Instant Destroy target nonlegendary creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Druid of the Cowl (1)(G) Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Find (8/8)(B)(G) Sorcery Return up to two target creature cards from your graveyard to your hand. Finality (4)(B)(G) Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Find (8/8)(B)(G) Sorcery Return up to two target creature cards from your graveyard to your hand. Finality (4)(B)(G) Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - olgarn123 - Standard (Standard League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Find 8/8 8/8 Sorcery Return up to two target creature cards from your graveyard to your hand. Finality 4 B G Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest

Basic Land -- Forest

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

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Jadelight Ranger ①GG

Creature -- Merfolk Scout Ranger

When this creature enters, it explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard. Then repeat this process.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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2/1

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Karn, Scion of Urza (4)

Legendary Planeswalker -- Karn

[+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.

[-1]: Put a card you own with a silver counter on it from exile into your hand.

[-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

L 5

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Llanowar Elves

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Llanowar Elves (G)

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

G

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {B}.
{2}{B}, {T}, Sacrifice this land:
Return target creature card from
your graveyard to your hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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2/1

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Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Vivien Reid (3)(G)(G) Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid (3)(G)(G) Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska, Golgari Queen (2)(B)(G) Legendary Planeswalker -- Vraska [+2]: You may sacrifice another permanent. If you do, you gain 1 life and draw a card. [-3]: Destroy target nonland permanent with mana value 3 or less. [-9]: You get an emblem with "Whenever a creature you control deals combat damage to a player, that player loses the game." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt (2)(B)(B) Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vraska's Contempt (2)(B)(B) Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt (2)(B)(B) Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildgrowth Walker (1)(G) Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildgrowth Walker (1)(G) Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}.	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}.	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}.	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}.
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Assassin's Trophy (B)(G) Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard]	Assassin's Trophy (B)(G) Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard]	Cast Down (1)(B) Instant Destroy target nonlegendary creature. [sideboard]	Cast Down (1)(B) Instant Destroy target nonlegendary creature. [sideboard]
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Deathgorge Scavenger 2 6 Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathgorge Scavenger 2 6 Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. [sideboard] 3/2 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
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The Eldest Reborn

④ ⑤

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Each opponent sacrifices a creature or planeswalker of their choice.

II -- Each opponent discards a card.

III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.

[sideboard]

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The Immortal Sun

⑥

Legendary Artifact

Players can't activate planeswalkers' loyalty abilities. At the beginning of your draw step, draw an additional card.

Spells you cast cost {1} less to cast.

Creatures you control get +1/+1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, Relic Seeker

④ ⑤ ⑥

Legendary Planeswalker -- Vraska

[+2]: Create a 2/2 black Pirate creature token with menace.

[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[-10]: Target player's life total becomes 1.

[sideboard]

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev