

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. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Down (1)(B) Instant Destroy target nonlegendary creature. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Detection Tower Land {T}: Add {C}. {1}, {T}: Until end of turn, your opponents and creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doom Whisperer (3)(B)(B) Creature -- Nightmare Demon Flying, trample Pay 2 life: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doom Whisperer (3)(B)(B) Creature -- Nightmare Demon Flying, trample Pay 2 life: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Find (8/8)(B/8) Sorcery Return up to two target creature cards from your graveyard to your hand. RIGHT HALF 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Find 8/8 6/6 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 <td> Find 8/8 6/6 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 <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td> </td>	Find 8/8 6/6 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 <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Guildgate Land -- Gate This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
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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	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	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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Playtest cards - Wata - Standard (Standard League)

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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Seekers' Squire 1 B Creature -- Human Scout When this creature enters, it explores. (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.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 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	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	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

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Land

This land enters tapped unless you control a Swamp or a Forest.
{T}: Add {B} or {G}.

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{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

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This spell can't be countered.
Trample, hexproof
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[sideboard]

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Golden Demise 1B B Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golden Demise 1B B Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Reaper 2B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Reaper 2B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thrashing Brontodon 1 6 6 Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon 1 6 6 Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska, Relic Seeker 4 B 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	

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