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| <b>Carnage Tyrant</b> (4)(G)(G)<br>Creature -- Dinosaur<br>This spell can't be countered.<br>Trample, hexproof<br><div>7/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                | <b>Carnage Tyrant</b> (4)(G)(G)<br>Creature -- Dinosaur<br>This spell can't be countered.<br>Trample, hexproof<br><div>7/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                             | <b>Cast Down</b> (1)(B)<br>Instant<br>Destroy target nonlegendary creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                               | <b>Cast Down</b> (1)(B)<br>Instant<br>Destroy target nonlegendary creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                              |
| <b>Detection Tower</b><br>Land<br>{T}: Add {C}.<br>{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.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Doom Whisperer</b> (3)(B)(B)<br>Creature -- Nightmare Demon<br>Flying, trample<br>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.)<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Doom Whisperer</b> (3)(B)(B)<br>Creature -- Nightmare Demon<br>Flying, trample<br>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.)<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Find</b> (8/8)(B/8)<br>Sorcery<br>Return up to two target creature cards from your graveyard to your hand.<br><div>RIGHT HALF</div> <b>Finality</b> (4)(B)(G)<br>Sorcery<br>You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Find</div><div><div>8/8</div><div>6/6</div></div></div><div><div>Sorcery</div><div>Return up to two target creature cards from your graveyard to your hand.</div></div><div><div>Finality</div><div><div>4</div><div>B</div><div>G</div></div></div><div><div>Sorcery</div><div>You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Find</div><div><div>8/8</div><div>6/6</div></div></div><div><div>Sorcery</div><div>Return up to two target creature cards from your graveyard to your hand.</div></div><div><div>Finality</div><div><div>4</div><div>B</div><div>G</div></div></div><div><div>Sorcery</div><div>You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div></div><div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div></div><div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div></div><div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div></div><div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div></div><div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div></div><div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                | <div>Foul Orchard</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                      | <div>Jadelight Ranger1GG</div> <div>Creature -- Merfolk Scout Ranger</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Jadelight Ranger1GG</div> <div>Creature -- Merfolk Scout Ranger</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Jadelight Ranger1GG</div> <div>Creature -- Merfolk Scout Ranger</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Jadelight Ranger1GG</div> <div>Creature -- Merfolk Scout Ranger</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar ElvesG</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       | <div>Llanowar ElvesG</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       |

**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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Midnight Reaper</b> (2)(B)<br>Creature -- Zombie Knight<br>Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Midnight Reaper</b> (2)(B)<br>Creature -- Zombie Knight<br>Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                   | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                   | <b>Ravenous Chupacabra</b> (2)(B)(B)<br>Creature -- Beast Horror<br>When this creature enters, destroy target creature an opponent controls.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev        | <b>Ravenous Chupacabra</b> (2)(B)(B)<br>Creature -- Beast Horror<br>When this creature enters, destroy target creature an opponent controls.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev        |

Playtest cards - Se777eN - 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

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| <div><div>Seekers' Squire</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Human Scout</div><div>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.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                   | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vivien Reid</div><div><div>3</div><div>G</div><div>G</div></div></div> <div><div>Legendary Planeswalker -- Vivien</div><div>[+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.<br/>[-3]: Destroy target artifact, enchantment, or creature with flying.<br/>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."<div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vivien Reid</div><div><div>3</div><div>G</div><div>G</div></div></div> <div><div>Legendary Planeswalker -- Vivien</div><div>[+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.<br/>[-3]: Destroy target artifact, enchantment, or creature with flying.<br/>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."<div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Vraska, Golgari Queen</b> (2)(B)(G)<br>Legendary Planeswalker -- Vraska<br>[+2]: You may sacrifice another permanent. If you do, you gain 1 life and draw a card.<br>[-3]: Destroy target nonland permanent with mana value 3 or less.<br>[-9]: You get an emblem with "Whenever a creature you control deals combat damage to a player, that player loses the game."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Vraska, Relic Seeker</b> (4)(B)(G)<br>Legendary Planeswalker -- Vraska<br>[+2]: Create a 2/2 black Pirate creature token with menace.<br>[-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.")<br>[-10]: Target player's life total becomes 1.<br><div>L 6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Vraska's Contempt</b> (2)(B)(B)<br>Instant<br>Exile target creature or planeswalker. You gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                       | <b>Vraska's Contempt</b> (2)(B)(B)<br>Instant<br>Exile target creature or planeswalker. You gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                       |
| <b>Vraska's Contempt</b> (2)(B)(B)<br>Instant<br>Exile target creature or planeswalker. You gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                | <b>Wildgrowth Walker</b> (1)(G)<br>Creature -- Elemental<br>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                               | <b>Wildgrowth Walker</b> (1)(G)<br>Creature -- Elemental<br>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wildgrowth Walker</b> (1)(G)<br>Creature -- Elemental<br>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - Se777eN - Standard (Standard League)

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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 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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control a Swamp or a Forest.  
{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Creature -- Dinosaur

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This spell can't be countered.  
Trample, hexproof
```

[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.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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| <b>Duress</b> <span>(B)</span><br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard] | <b>Duress</b> <span>(B)</span><br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard]                                                                                                                                                                                                                                  | <b>Golden Demise</b> <span>(1)(B)(B)</span><br><hr/> Sorcery<br><hr/> 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.<br><br>[sideboard]                                                                            | <b>Golden Demise</b> <span>(1)(B)(B)</span><br><hr/> Sorcery<br><hr/> 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.<br><br>[sideboard]                                                                            |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Reaver Ambush</b> <span>(2)(B)</span><br><hr/> Instant<br><hr/> Exile target creature with power 3 or less.<br><br>[sideboard]                                                               | <b>The Eldest Reborn</b> <span>(4)(B)</span><br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Each opponent sacrifices a creature or planeswalker of their choice.<br>II -- Each opponent discards a card.<br>III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.<br><br>[sideboard] | <b>The Eldest Reborn</b> <span>(4)(B)</span><br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Each opponent sacrifices a creature or planeswalker of their choice.<br>II -- Each opponent discards a card.<br>III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.<br><br>[sideboard] | <b>The Eldest Reborn</b> <span>(4)(B)</span><br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Each opponent sacrifices a creature or planeswalker of their choice.<br>II -- Each opponent discards a card.<br>III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                          |

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| <div><div><div>Thrashing Brontodon</div><div>①⑥⑥</div></div><div><div>Creature -- Dinosaur</div><div>{1}, Sacrifice this creature:<br/>Destroy target artifact or<br/>enchantment.</div><div>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Thrashing Brontodon</div><div>①⑥⑥</div></div><div><div>Creature -- Dinosaur</div><div>{1}, Sacrifice this creature:<br/>Destroy target artifact or<br/>enchantment.</div><div>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Vraska's Contempt</div><div>②③③</div></div><div><div>Instant</div><div>Exile target creature or<br/>planeswalker. You gain 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |  |
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