

Assassin's Trophy BG 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Assassin's Trophy BG 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Assassin's Trophy BG 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnage Tyrant 4GG Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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1 G G

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Reach
Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.

3/2

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① ②

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

1/1

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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2GG

Hexproof
You can't cast noncreature spells.
{2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

6/6

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

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

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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. 1/1 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector ⑥ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector ⑥ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Creature -- Elf Knight

This creature can't be blocked by creatures with power 2 or less.

5/4

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This creature can't be blocked by creatures with power 2 or less.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Warrior

Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn.

2/3

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Creature -- Dinosaur

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

3/4

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}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathgorge Scavenger 2 G

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

Deathgorge Scavenger 2G

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

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Duress

Sorcery

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

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[sidebar]
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Duress

Sorcery

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

[sidebar]

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	Find (B/G)(G/G) Sorcery Return up to two target creature cards from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Find (B/G)(G/G) Sorcery Return up to two target creature cards from your graveyard to your hand. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary (G) Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass (2) Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Mare (2)(G)(G) Creature -- Elemental Horse Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked by black creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - NMcNasty - Standard (Standard League)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Vine Mare

②⑥⑥

Creature -- Elemental Horse

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

This creature can't be blocked by black creatures.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Vivien Reid

③⑥⑥

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."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Vraska, Golgari Queen

②⑧⑥

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."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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