

Carnage Tyrant4GG Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnage Tyrant4GG Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Down1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Down1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Find8/88/8 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- - - - RIGHT HALF - - - Finality4BG 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 PLAYbotbox.dev	Find8/88/8 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- - - - RIGHT HALF - - - Finality4BG 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 PLAYbotbox.dev	Find8/88/8 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- - - - RIGHT HALF - - - Finality4BG 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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Memorial to Folly 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 PLAYbotbox.dev	Memorial to Folly 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 PLAYbotbox.dev	Merfolk Branchwalker 16 Creature -- Merfolk 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Branchwalker 16 Creature -- Merfolk 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Ravenous Chupacabra 2BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravenous Chupacabra 2BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravenous Chupacabra 2BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seekers' Squire 1B 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 PLAYbotbox.dev

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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Vraska, Relic Seeker (4)(B)(G) 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. L 6 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

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

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

Instant

Destroy target nonlegendary creature.

[sideboard]

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

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	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	Golden Demise 1 B 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 PLAY botbox.dev	Golden Demise 1 B 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 PLAY botbox.dev	Golden Demise 1 B 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 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	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	