

Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command the Dreadhorde 4BB Sorcery Choose any number of target creature and/or planeswalker cards in graveyards. Command the Dreadhorde deals damage to you equal to the total mana value of those cards. Put them onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command the Dreadhorde 4BB Sorcery Choose any number of target creature and/or planeswalker cards in graveyards. Command the Dreadhorde deals damage to you equal to the total mana value of those cards. Put them onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command the Dreadhorde 4BB Sorcery Choose any number of target creature and/or planeswalker cards in graveyards. Command the Dreadhorde deals damage to you equal to the total mana value of those cards. Put them onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - Kenrag0n - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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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2/1

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3 B B

Menace
When Massacre Girl enters, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn.

4/4

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4/4

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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 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.)

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① ⑥

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2/1

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.

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① ②

Creature -- Elf Druid

This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)
{T}: Add one mana of any color.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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2/1

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2WB

Legendary Planeswalker -- Sorin

During your turn, creatures and planeswalkers you control have lifelink.

[+2]: Sorin deals 1 damage to target player or planeswalker.

[-X]: Return target creature card with mana value X from your graveyard to the battlefield. That creature is a Vampire in addition to its other types.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo, Collector of Tales ②⑥① Legendary Planeswalker -- Tamiyo Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents. [+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard. [-3]: Return target card from your graveyard to your hand. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo, Collector of Tales ②⑥① Legendary Planeswalker -- Tamiyo Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents. [+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard. [-3]: Return target card from your graveyard to your hand. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo, Collector of Tales ②⑥① Legendary Planeswalker -- Tamiyo Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents. [+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard. [-3]: Return target card from your graveyard to your hand. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo, Collector of Tales ②⑥① Legendary Planeswalker -- Tamiyo Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents. [+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard. [-3]: Return target card from your graveyard to your hand. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Teferi, Hero of Dominaria ③①① Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Hero of Dominaria ③①① Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler ①①① Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler ①①① Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① W U

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Plains

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Legendary Planeswalker -- Ugin

Colorless spells you cast cost {2} less to cast.

[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.

[-3]: Destroy target permanent that's one or more colors.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

2 B G

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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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Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Assassin's Trophy 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 PLAYbotbox.dev	Assassin's Trophy 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 PLAYbotbox.dev	Duress 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 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	Kraul Harpooner 1G Creature -- Insect Warrior 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kraul Harpooner 1G Creature -- Insect Warrior 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Elderspell BB Sorcery Destroy any number of target planeswalkers. Choose a planeswalker you control. Put two loyalty counters on it for each planeswalker destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Elderspell BB Sorcery Destroy any number of target planeswalkers. Choose a planeswalker you control. Put two loyalty counters on it for each planeswalker destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tyrant's Scorn U B Instant Choose one -- * Destroy target creature with mana value 3 or less. * Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrant's Scorn U B Instant Choose one -- * Destroy target creature with mana value 3 or less. * Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unmoored Ego 1 U B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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