

<div> <div>Arid Archway</div> <div>Land -- Desert</div> <div> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>{T}: Add {C}{C}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Blooming Marsh</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Blooming Marsh</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Colossal Rattlewurm 2GG</div> <div>Creature -- Wurm</div> <div> <p>Colossal Rattlewurm has flash as long as you control a Desert.</p> <p>Trample</p> <p>{1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle.</p> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Colossal Rattlewurm 2GG</div> <div>Creature -- Wurm</div> <div> <p>Colossal Rattlewurm has flash as long as you control a Desert.</p> <p>Trample</p> <p>{1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle.</p> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Colossal Rattlewurm 2GG</div><div>Creature -- Wurm</div><div>Colossal Rattlewurm has flash as long as you control a Desert. Trample {1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle.</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Colossal Rattlewurm 2GG</div><div>Creature -- Wurm</div><div>Colossal Rattlewurm has flash as long as you control a Desert. Trample {1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle.</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Conduit Pylons</div><div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Conduit Pylons</div><div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Conduit Pylons</div><div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Conduit Pylons</div><div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fight Rigging26</div> <div>Enchantment</div> <div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Fight Rigging26</div> <div>Enchantment</div> <div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fight Rigging26</div> <div>Enchantment</div> <div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fight Rigging26</div> <div>Enchantment</div> <div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.)</p> <p>Destroy target creature or planeswalker with mana value 3 or less.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.)</p> <p>Destroy target creature or planeswalker with mana value 3 or less.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nissa, Ascended Animist</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>GP</div> <div>GP</div> </div> </div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p> <p>[-1]: Destroy target artifact or enchantment.</p> <p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p> </div> <div> <div>L</div> <div>7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nissa, Ascended Animist</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>GP</div> <div>GP</div> </div> </div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p> <p>[-1]: Destroy target artifact or enchantment.</p> <p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p> </div> <div> <div>L</div> <div>7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Path of Peril</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</p> <p>Destroy all creatures [with mana value 2 or less].</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pugnacious Hammerskull</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Dinosaur</div> <div> <p>Whenever this creature attacks while you don't control another Dinosaur, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pugnacious Hammerskull</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Dinosaur</div> <div> <p>Whenever this creature attacks while you don't control another Dinosaur, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pugnacious Hammerskull</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Dinosaur</div> <div> <p>Whenever this creature attacks while you don't control another Dinosaur, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - JayBoneCapone - Standard (Standard League)

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

Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Titan of Industry (4GGG)

Creature -- Elemental

Reach, trample
When this creature enters, choose two --

- * Destroy target artifact or enchantment.
- * Target player gains 5 life.
- * Create a 4/4 green Rhino Warrior creature token.
- * Put a shield counter on a creature you control.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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you control.
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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} or {G}.)
 This land enters tapped.
 When this land enters, surveil 1.
 (Look at the top card of your
 library. You may put it into your
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vaultborn Tyrant (5GG)

Creature -- Dinosaur

Trample
Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.
When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vaultborn Tyrant (5)(G)(G)

Creature -- Dinosaur

Trample
Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.
When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Vaultborn Tyrant</div><div><div>5</div><div>6</div><div>6</div></div></div><div><div>Creature -- Dinosaur</div><div>Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Vaultborn Tyrant</div><div><div>5</div><div>6</div><div>6</div></div></div><div><div>Creature -- Dinosaur</div><div>Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Virtue of Persistence</div><div><div>5</div><div>B</div><div>B</div></div></div><div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div><div><div>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>	<div><div><div>Virtue of Persistence</div><div><div>5</div><div>B</div><div>B</div></div></div><div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div><div><div>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>
<div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div><div>[sideboard]</div><div><div>----- OTHER FACE -----</div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Cut Down</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> Duress ⓑ </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Duress ⓑ </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Path of Peril ①ⓑⓑ </div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Path of Peril ①ⓑⓑ </div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Push ①4/8 </div> <div>Sorcery</div> <div> <p>Destroy target tapped creature.</p> <p>[sideboard]</p> </div> <div> ----- - - - RIGHT HALF - - - </div> <div> <div> Pull ④8/88/8 </div> <div>Sorcery</div> <div> <p>Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Smuggler's Surprise ⑥ </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.</p> <p>+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.</p> <p>+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The End ②ⓑⓑ </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tranquil Frillback ②⑥ </div> <div>Creature -- Dinosaur</div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. <p>[sideboard]</p> </div> <div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Playtest cards - JayBoneCapone - Standard (Standard League)

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

Tranquil Frillback

(2)(G)

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Tyrranax Rex

(4)(G)(G)(G)

Creature -- Phyrexian Dinosaur

This spell can't be countered.
Trample, ward {4}, haste
Toxic 4 (Players dealt combat damage by this creature also get four poison counters.)

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Tyrranax Rex

(4)(G)(G)(G)

Creature -- Phyrexian Dinosaur

This spell can't be countered.
Trample, ward {4}, haste
Toxic 4 (Players dealt combat damage by this creature also get four poison counters.)

[sideboard]

8/8

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each