

Carnage Tyrant (4)(G)(G) Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage Tyrant (4)(G)(G) Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage Tyrant (4)(G)(G) Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage Tyrant (4)(G)(G) Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cast Down (1)(B) Instant Destroy target nonlegendary creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Down (1)(B) Instant Destroy target nonlegendary creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Druid of the Cowl (1)(G) Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Druid of the Cowl (1)(G) Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - The french goblin - Standard (Standard League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Druid of the Cowl 1 G Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Find 8/G 6/G Sorcery Return up to two target creature cards from your graveyard to your hand. --- Finality 4 B G 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 PLAY botbox.dev	Find 8/G 6/G Sorcery Return up to two target creature cards from your graveyard to your hand. --- Finality 4 B G 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 PLAY botbox.dev	Find 8/G 6/G Sorcery Return up to two target creature cards from your graveyard to your hand. --- Finality 4 B G 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 PLAY botbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Jadelight Ranger1GG Creature -- Merfolk Scout Ranger 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jadelight Ranger1GG Creature -- Merfolk Scout Ranger 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jadelight Ranger1GG Creature -- Merfolk Scout Ranger 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jadelight Ranger1GG Creature -- Merfolk Scout Ranger 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Karn, Scion of Urza ④ Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Merfolk Branchwalker 1 6 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 1 6 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 1 6 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	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
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Vivien Reid (3)(G)(G) 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." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid (3)(G)(G) 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." L 5 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

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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
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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Whisperer (3)(B)(B) Creature -- Nightmare Demon Flying, trample 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.) [sideboard] 6/6 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 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
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Thrashing Brontodon (1)(G)(G)

Creature -- Dinosaur

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

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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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.

[sideboard]

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Vraska's Contempt (2)(B)(B)

Instant

Exile target creature or
planeswalker. You gain 2 life.

[sideboard]

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