Amped Raptor (1)(R)

Creature -- Dinosaur

First strike
When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avacyn's Pilgrim (G)

Creature -- Human Monk

{T}: Add {W}.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hansneck - Historic (Historic Artisan Cup - March 2026) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Blossoming Sands

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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Break Out {R}{G}

Sorcery

Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duskwatch Recruiter {1}{G}

Creature -- Human Warrior Werewolf

{2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

2/2

- - - BACK FACE - - -

Krallenhorde Howler

Creature -- Werewolf

Creature spells you cast cost {1} less to cast.
At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Duskwatch Recruiter 1G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic G

Creature -- Elf Druid

{T}: Add {G}.

1/1

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Elvish Mystic G

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{T}: Add {G}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier (W)

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

1/2

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Playtest cards - Hansneck - Historic (Historic Artisan Cup - March 2026) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Hinterland Sanctifier {W}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper {1}{G}

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Whenever another creature you control enters, you gain 1 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rugged Highlands

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {G}.

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This land enters tapped.
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When this land enters, you gain 1 life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Savior (W)

Creature -- Dog

Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

1/1

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Playtest cards - Hansneck - Historic (Historic Artisan Cup - March 2026) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Soul Warden (W)

Creature -- Human Cleric

Whenever another creature enters, you gain 1 life.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trelasarra, Moon Dancer (G)(W)

Legendary Creature -- Elf Cleric

Whenever you gain life, put a +1/+1 counter on Trelasarra and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/2

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Val, Marooned Surveyor 2 R G/W

Legendary Creature -- Human Scout

Vigilance
Whenever you discover, investigate, scry, surveil, or seek one or more cards, Val deals 2 damage to each opponent and you gain 2 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Val, Marooned Surveyor 2 R G/W

Legendary Creature -- Human Scout

Vigilance
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3/3

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3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence W

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

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Iroh's Demonstration 1 R

Sorcery -- Lesson

Choose one --
* Iroh's Demonstration deals 1 damage to each creature your opponents control.
* Iroh's Demonstration deals 4 damage to target creature.

[sideboard]

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Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhythm of the Wild {1}{R}{G}

Enchantment

Creature spells you control can't be countered.
Nontoken creatures you control have riot. (They enter with your choice of a +1/+1 counter or haste.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shardmage's Rescue {W}

Enchantment -- Aura

Flash
Enchant creature you control
As long as this Aura entered this turn, enchanted creature has hexproof.
Enchanted creature gets +1/+1.

[sideboard]

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Shardmage's Rescue (W)

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