Charming Prince {1}{W}

Creature -- Human Noble

When this creature enters, choose one --
* Scry 2.
* You gain 3 life.
* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charming Scoundrel {1}{R}

Creature -- Human Rogue

Haste
When this creature enters, choose one --
* Discard a card, then draw a card.
* Create a Treasure token.
* Create a Wicked Role token attached to target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Daydream {W}

Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ennis, Debate Moderator {1}{W}

Legendary Creature -- Human Cleric

When Ennis enters, exile up to one other target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.
At the beginning of your end step, if one or more cards were put into exile this turn, put a +1/+1 counter on Ennis.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ennis, Debate Moderator {1}{W}

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At the beginning of your end step, if one or more cards were put into exile this turn, put a +1/+1 counter on Ennis.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explosive Prodigy {1}{R}

Creature -- Elemental Sorcerer

Vivid -- When this creature enters, it deals X damage to target creature an opponent controls, where X is the number of colors among permanents you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mardu Siegebreaker {1}{R}{W}{B}

Creature -- Human Warrior

Deathtouch, haste
When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.
Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mardu Siegebreaker (1)(R)(W)(B)

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Wurm (3)(B)(B)(B)

Creature -- Phyrexian Wurm

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Wurm (3)(B)(B)(B)

Creature -- Phyrexian Wurm

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morningtide's Light (3)(W)

Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.
Until your next turn, prevent all damage that would be dealt to you.
Exile Morningtide's Light.

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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nomad Outpost

Land

This land enters tapped.
{T}: Add {R}, {W}, or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {R}, {W}, or {B}.

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This land enters tapped.
{T}: Add {R}, {W}, or {B}.

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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

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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

Restless Bivouac

Land

This land enters tapped.
{T}: Add {R} or {W}.
{1}{R}{W}: This land becomes a 2/2 red and white Ox creature until end of turn. It's still a land.
Whenever this land attacks, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Fortress

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vents

Land

This land enters tapped.
{T}: Add {B} or {R}.
{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.
Whenever this land attacks, you may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sally Pride, Lioness Leader {3}{W}{W}

Legendary Creature -- Cat Mutant Rebel

When Sally Pride enters, create X 2/2 red Mutant creature tokens, where X is the number of nontoken creatures you control.
Whenever Sally Pride attacks, put a +1/+1 counter on each creature you control.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever Sally Pride attacks, put a +1/+1 counter on each creature you control.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shocking Sharpshooter {1}{R}

Creature -- Human Archer

Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

1/3

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Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

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Creature -- Human Archer

Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyknight Squire {1}{W}

Creature -- Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.
As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyknight Squire {1}{W}

Creature -- Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.
As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Shredder {1}{B}

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Shredder {1}{B}

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Super Shredder (1)(B)

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

1/1

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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({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of the Peaks (3)(R)(R)

Creature -- Dragon

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of the Peaks (3)(R)(R)

Creature -- Dragon

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toby, Beastie Befriender (2)(W)

Legendary Creature -- Human Wizard

When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone."
As long as you control four or more creature tokens, creature tokens you control have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 7/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Toby, Beastie Befriender 2W

Legendary Creature -- Human Wizard

When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone." As long as you control four or more creature tokens, creature tokens you control have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unscrupulous Agent 1B

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

1/1

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When this creature enters, target opponent exiles a card from their hand.

1/1

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Unscrupulous Agent 1B

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade 1R

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Break the Spell W

Instant

Destroy target enchantment. If a permanent you controlled or a token was destroyed this way, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bulk Up 1R

Instant

Double target creature's power until end of turn.
Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Deed 1B

Instant

Target creature gets -4/-4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dead Weight {B}

Enchantment -- Aura

Enchant creature
Enchanted creature gets -2/-2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Swarm {1}{B}

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic {R}

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glass Casket {1}{W}

Artifact

When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murdock's Crusade {1}{W}

Sorcery

Teamwork 4 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)
Choose one. If this spell was cast using teamwork, choose both instead.
* Street Justice -- Exile target creature with toughness 4 or greater.
* Legal Justice -- Exile target enchantment with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Petrify {1}{W}

Enchantment -- Aura

Enchant artifact or creature
Enchanted permanent can't attack or block, and its activated abilities can't be activated.

[sideboard]

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Toxin Analysis (B)

Instant

Target creature gains deathtouch and lifelink until end of turn. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undying Malice (B)

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worthy Cost (B)

Sorcery

As an additional cost to cast this spell, sacrifice a creature. Exile target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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