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| <p><b>Anim Pakal, Thousandth Moon</b> (1)(R)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anim Pakal, Thousandth Moon</b> (1)(R)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anim Pakal, Thousandth Moon</b> (1)(R)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Arabella, Abandoned Doll</b> (R)(W)</p> <p>Legendary Artifact Creature -- Toy</p> <p>Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                |
| <p><b>Arabella, Abandoned Doll</b> (R)(W)</p> <p>Legendary Artifact Creature -- Toy</p> <p>Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Arabella, Abandoned Doll</b> (R)(W)</p> <p>Legendary Artifact Creature -- Toy</p> <p>Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Arabella, Abandoned Doll</b> (R)(W)</p> <p>Legendary Artifact Creature -- Toy</p> <p>Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Boros Charm</b> (R)(W)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Boros Charm deals 4 damage to target player or planeswalker.</li> <li>* Permanents you control gain indestructible until end of turn.</li> <li>* Target creature gains double strike until end of turn.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Boros Charm</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Boros Charm deals 4 damage to target player or planeswalker.</li> <li>* Permanents you control gain indestructible until end of turn.</li> <li>* Target creature gains double strike until end of turn.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Boros Charm</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Boros Charm deals 4 damage to target player or planeswalker.</li> <li>* Permanents you control gain indestructible until end of turn.</li> <li>* Target creature gains double strike until end of turn.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Delney, Streetwise Lookout</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Scout</div> </div> <div> <p>Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Delney, Streetwise Lookout</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Scout</div> </div> <div> <p>Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div> <div>Delney, Streetwise Lookout</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Scout</div> </div> <div> <p>Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Delney, Streetwise Lookout</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Scout</div> </div> <div> <p>Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dollmaker's Shop</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Room</div> </div> <div> <p>Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> </div> <div> <div>Porcelain Gallery</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Room</div> </div> <div> <p>Creatures you control have base power and toughness each equal to the number of creatures you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dollmaker's Shop</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Room</div> </div> <div> <p>Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> </div> <div> <div>Porcelain Gallery</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Room</div> </div> <div> <p>Creatures you control have base power and toughness each equal to the number of creatures you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <p><b>Elspeth, Storm Slayer</b> (3)(W)(W)</p> <p>Legendary Planeswalker -- Elspeth</p> <p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br/> [+1]: Create a 1/1 white Soldier creature token.<br/> [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br/> [-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Hop to It</b> (2)(W)</p> <p>Sorcery</p> <p>Create three 1/1 white Rabbit creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                               | <p><b>Hop to It</b> (2)(W)</p> <p>Sorcery</p> <p>Create three 1/1 white Rabbit creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                               | <p><b>Hop to It</b> (2)(W)</p> <p>Sorcery</p> <p>Create three 1/1 white Rabbit creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                               |
| <p><b>Hop to It</b> (2)(W)</p> <p>Sorcery</p> <p>Create three 1/1 white Rabbit creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                    | <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ragged Playmate</div> <div>Artifact Creature -- Toy</div> <div>{1}, {T}: Target creature with power 2 or less can't be blocked this turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ragged Playmate</div> <div>Artifact Creature -- Toy</div> <div>{1}, {T}: Target creature with power 2 or less can't be blocked this turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① R

{1}, {T}: Target creature with power 2 or less can't be blocked this turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

{1}, {T}: Target creature with power 2 or less can't be blocked this turn.

2/2

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## Land

This land enters tapped unless a player has 13 or less life.  
{T}: Add {R} or {W}.

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W

Flying, lifelink  
At the beginning of your end step,  
if you descended this turn, scry 1.  
(You descended if a permanent card  
was put into your graveyard from  
anywhere.)

1/1

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## Land -- Mountain Plains

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

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Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains

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

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① W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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| <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature you control<br/> When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/> Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature you control<br/> When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/> Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Splitskin Doll</b> (1)(W)<br><hr/> Artifact Creature -- Toy<br><hr/> <p>When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Splitskin Doll</b> (1)(W)<br><hr/> Artifact Creature -- Toy<br><hr/> <p>When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Splitskin Doll</b> (1)(W)<br><hr/> Artifact Creature -- Toy<br><hr/> <p>When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                  | <b>Splitskin Doll</b> (1)(W)<br><hr/> Artifact Creature -- Toy<br><hr/> <p>When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                  | <b>Sundown Pass</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {R} or {W}.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <b>Sundown Pass</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {R} or {W}.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      |

## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Survivor

Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Survivor

Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Survivor

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Survivor

Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)

2/1

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①②

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

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| <div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>1/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Authority of the Consuls</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div> <div>Creatures your opponents control enter tapped.</div> <div>Whenever a creature an opponent controls enters, you gain 1 life.</div> </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Authority of the Consuls</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div> <div>Creatures your opponents control enter tapped.</div> <div>Whenever a creature an opponent controls enters, you gain 1 life.</div> </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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