

Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assemble the Players (1)(W) Enchantment You may look at the top card of your library any time. Once each turn, you may cast a creature spell with power 2 or less from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assemble the Players (1)(W) Enchantment You may look at the top card of your library any time. Once each turn, you may cast a creature spell with power 2 or less from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delney, Streetwise Lookout (2)(W) Legendary Creature -- Human Scout 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delney, Streetwise Lookout (2)(W) Legendary Creature -- Human Scout 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elas (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elas (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expel the Interlopers 3WW Sorcery Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expel the Interlopers 3WW Sorcery Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forlorn Flats Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forlorn Flats Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forlorn Flats Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortune, Loyal Steed 2W Legendary Creature -- Beast Mount When Fortune enters, scry 2. Whenever Fortune attacks while saddled, at end of combat, exile it and up to one creature that saddled it this turn, then return those cards to the battlefield under their owner's control. Saddle 1 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortune, Loyal Steed 2W Legendary Creature -- Beast Mount When Fortune enters, scry 2. Whenever Fortune attacks while saddled, at end of combat, exile it and up to one creature that saddled it this turn, then return those cards to the battlefield under their owner's control. Saddle 1 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target nonartifact creature.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Return target creature card with
mana value 3 or less from your
graveyard to the battlefield tapped.

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W

Return target creature card with
mana value 3 or less from your
graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W B

When this creature enters, return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. Creatures you control with mana value 3 or less get +1/+0.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3WB

When this creature enters, return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. Creatures you control with mana value 3 or less get +1/+0.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya, Intangible Slayer 3 W W B B Legendary Planeswalker -- Kaya Hexproof [+2]: Each opponent loses 3 life and you gain 3 life. [0]: You draw two cards. Then each opponent may scry 1. [-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Makeshift Binding 2 W Enchantment When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nurturing Pixie W Creature -- Faerie Rogue Flying When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nurturing Pixie W Creature -- Faerie Rogue Flying When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Plains Basic Land -- Plains {T}: Add {W}. 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	Sanguine Evangelist 2W Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff 1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skullcap Snail 1B Creature -- Fungus Snail When this creature enters, target opponent exiles a card from their hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullcap Snail 1B Creature -- Fungus Snail When this creature enters, target opponent exiles a card from their hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snarling Gorehound B Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 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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Tinybones, the Pickpocket (B) Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wisprinker Vampire (2)(W)(B) Creature -- Vampire Rogue Flying Whenever another creature you control with power 2 or less enters, each opponent loses 1 life and you gain 1 life. {5}{W}{B}: Creatures you control with power 2 or less gain deathtouch and lifelink until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wisprinker Vampire (2)(W)(B) Creature -- Vampire Rogue Flying Whenever another creature you control with power 2 or less enters, each opponent loses 1 life and you gain 1 life. {5}{W}{B}: Creatures you control with power 2 or less gain deathtouch and lifelink until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wojek Investigator (2)(W) Creature -- Angel Detective Flying, vigilance At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grievous Wound (3)(B)(B) Enchantment -- Aura Enchant player Enchanted player can't gain life. Whenever enchanted player is dealt damage, they lose half their life, rounded up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaya, Intangible Slayer (3)(W)(W)(B)(B) Legendary Planeswalker -- Kaya Hexproof [+2]: Each opponent loses 3 life and you gain 3 life. [0]: You draw two cards. Then each opponent may scry 1. [-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types. [sideboard] L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Makeshift Binding (2)(W) Enchantment When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Pixie



Creature -- Faerie Rogue

Flying
When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

[sideboard]

1/1

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Shadowy Backstreet

Land -- Plains Swamp

([T]): Add [W] or [B].)
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.)

[sideboard]

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