

Argivian Cavalier (2)(W) Creature -- Orc Knight Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) When this creature enters, create a 1/1 white Soldier creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Argivian Cavalier (2)(W) Creature -- Orc Knight Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) When this creature enters, create a 1/1 white Soldier creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Uneaten Feast (W) Enchantment -- Case Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Combat Thresher 7 Artifact Creature -- Construct Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Double strike When this creature enters, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Combat Thresher 7 Artifact Creature -- Construct Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Double strike When this creature enters, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains {T}: Add {R} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountainport

Land

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{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
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③ ④ W

Creature -- Griffin

Flying
Whenever another creature you control enters, this creature gets +1/+1 until end of turn.

2/3

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③ ④ W

Creature -- Griffin

Flying
Whenever another creature you control enters, this creature gets +1/+1 until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

Artifact -- Food

When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Human Citizen

When this creature enters, create a 2/2 white and blue Detective creature token.
{3}, {T}: Target Detective you control gets +2/+0 and gains vigilance until end of turn.
Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inside Source 2 W Creature -- Human Citizen When this creature enters, create a 2/2 white and blue Detective creature token. {3}, {T}: Target Detective you control gets +2/+0 and gains vigilance until end of turn. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo 1 W Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo 1 W Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) 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

Nahiri's Resolve 3 R W Enchantment Creatures you control get +1/+0 and have haste. At the beginning of your end step, exile any number of nontoken artifacts and/or creatures you control. Return those cards to the battlefield under their owner's control at the beginning of your next upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nahiri's Resolve 3 R W Enchantment Creatures you control get +1/+0 and have haste. At the beginning of your end step, exile any number of nontoken artifacts and/or creatures you control. Return those cards to the battlefield under their owner's control at the beginning of your next upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nahiri's Resolve 3 R W Enchantment Creatures you control get +1/+0 and have haste. At the beginning of your end step, exile any number of nontoken artifacts and/or creatures you control. Return those cards to the battlefield under their owner's control at the beginning of your next upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oltec Cloud Guard 3 W Creature -- Human Soldier Flying When this creature enters, create a 1/1 colorless Gnome artifact creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oltec Cloud Guard 3 W Creature -- Human Soldier Flying When this creature enters, create a 1/1 colorless Gnome artifact creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oltec Cloud Guard 3 W Creature -- Human Soldier Flying When this creature enters, create a 1/1 colorless Gnome artifact creature token. 3/2 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

Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prickly Pair

② ② R

Creature -- Plant Mercenary

When this creature enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prickly Pair

2 R

Creature -- Plant Mercenary

When this creature enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resolute Reinforcements (1)(W)

Creature -- Human Soldier

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, create a 1/1 white Soldier creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resolute Reinforcements ①②

Creature -- Human Soldier

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, create a 1/1 white Soldier creature token.

1/1

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 Prairie

Land

This land enters tapped.
 {T}: Add {G} or {W}.
 {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Prairie Land This land enters tapped. {T}: Add {G} or {W}. {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rocco, Street Chef Legendary Creature -- Elf Druid At the beginning of your end step, each player exiles the top card of their library. Until your next end step, each player may play the card they exiled this way. Whenever a player plays a land from exile or casts a spell from exile, you put a +1/+1 counter on target creature and create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 2/4 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}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandstorm Salvager Creature -- Human Artificer When this creature enters, create a 3/3 colorless Golem artifact creature token. {2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sandstorm Salvager Creature -- Human Artificer When this creature enters, create a 3/3 colorless Golem artifact creature token. {2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanguine Evangelist 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	Sanguine Evangelist 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	Scene of the Crime Artifact Land -- Clue This land enters tapped. {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. {2}, Sacrifice this land: Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scene of the Crime Artifact Land -- Clue This land enters tapped. {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. {2}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skitterbeam Battalion 9 Artifact Creature -- Construct Prototype {3}{R}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Trample, haste When this creature enters, if you cast it, create two tokens that are copies of it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thousand Moons Smithy 2W Legendary Artifact When Thousand Moons Smithy enters, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." At the beginning of your first main phase, you may tap five untapped artifacts and/or creatures you control. If you do, transform Thousand Moons Smithy. BACK FACE Barracks of the Thousand Legendary Artifact Land (Transforms from Thousand Moons Smithy.) {T}: Add {W}. Whenever you cast an artifact or creature spell using mana produced by Barracks of the Thousand, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thousand Moons Smithy 2WW Legendary Artifact When Thousand Moons Smithy enters, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." At the beginning of your first main phase, you may tap five untapped artifacts and/or creatures you control. If you do, transform Thousand Moons Smithy. BACK FACE Barracks of the Thousand Legendary Artifact Land (Transforms from Thousand Moons Smithy.) {T}: Add {W}. Whenever you cast an artifact or creature spell using mana produced by Barracks of the Thousand, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tinker's Tote 2W Artifact When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens. {W}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinker's Tote 2W Artifact When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens. {W}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warleader's Call 1RW Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warleader's Call 1RW Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call 1 R W Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	