

Battle Menu 1 W Instant Choose one -- * Attack -- Create a 2/2 white Knight creature token. * Ability -- Target creature gets +0/+4 until end of turn. * Magic -- Destroy target creature with power 4 or greater. * Item -- You gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Menu 1 W Instant Choose one -- * Attack -- Create a 2/2 white Knight creature token. * Ability -- Target creature gets +0/+4 until end of turn. * Magic -- Destroy target creature with power 4 or greater. * Item -- You gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Menu 1 W Instant Choose one -- * Attack -- Create a 2/2 white Knight creature token. * Ability -- Target creature gets +0/+4 until end of turn. * Magic -- Destroy target creature with power 4 or greater. * Item -- You gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dalkovan Encampment Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dalkovan Encampment Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Firebrand R Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Firebrand R Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Firebrand R Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste (This creature can attack and {T} as soon as it comes under your control.)

1/1

botbox.dev

{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.

botbox.dev

③ ④

If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, instead it deals that much damage plus X, where X is Hawkeye's power.

2/4

botbox.dev

®

{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

hotbox.de

®

{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

botbox.dev

®

{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

botbox.dev

②R

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.

Max speed -- {T}: Add {R} for each Goblin you control.

2/3

botbox.dev

②③

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.

Max speed -- {T}: Add {R} for each Goblin you control.

2/3

botbox.de

Howlsquad Heavy 2 R Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Howlsquad Heavy 2 R Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Axonil, Deepest Might Card -----OTHER FACE----- Ojer Axonil, Deepest Might Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ojer Axonil, Deepest Might Card Ojer Axonil, Deepest Might Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Axonil, Deepest Might Card Ojer Axonil, Deepest Might Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raphael, Tough Turtle 1R Legendary Creature -- Mutant Ninja Turtle Alliance -- Whenever another creature you control enters, Raphael deals 1 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry 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 PLAYbotbox.dev
Sacred Foundry 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 PLAYbotbox.dev	Sacred Foundry 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 PLAYbotbox.dev	Shocking Sharpshooter 1R 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 PLAYbotbox.dev	Shocking Sharpshooter 1R 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 PLAYbotbox.dev

① R

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

① R

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

®

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)
{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {W}.
{T}: Add {R}. Activate only if you
control a Mountain or a Plains.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Last Ronin's Technique (3W)

Instant

Sneak {1}{W} (You may cast this spell for {1}{W} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Create three 1/1 white Ninja Turtle Spirit creature tokens. If this spell's sneak cost was paid, they enter tapped and attacking.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Last Ronin's Technique (3W)

Instant

Sneak {1}{W} (You may cast this spell for {1}{W} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Create three 1/1 white Ninja Turtle Spirit creature tokens. If this spell's sneak cost was paid, they enter tapped and attacking.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory (1)(W)

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

Voice of Victory (1)(W)

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

Voice of Victory (1)(W)

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

Voice of Victory (1)(W)

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

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Battle Menu 1W Instant Choose one -- * Attack -- Create a 2/2 white Knight creature token. * Ability -- Target creature gets +0/+4 until end of turn. * Magic -- Destroy target creature with power 4 or greater. * Item -- You gain 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magebane Lizard 1R Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Magebane Lizard 1R Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magebane Lizard 1R Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magebane Lizard 1R Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
---	---	---	--