

Chamber Sentry Artifact Creature -- Construct This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. {X}, {T}, Remove X +1/+1 counters from this creature: It deals X damage to any target. {W}{U}{B}{R}{G}: Return this card from your graveyard to your hand. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chamber Sentry Artifact Creature -- Construct This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. {X}, {T}, Remove X +1/+1 counters from this creature: It deals X damage to any target. {W}{U}{B}{R}{G}: Return this card from your graveyard to your hand. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chamber Sentry Artifact Creature -- Construct This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. {X}, {T}, Remove X +1/+1 counters from this creature: It deals X damage to any target. {W}{U}{B}{R}{G}: Return this card from your graveyard to your hand. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Ichor Sorcery Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drown in Ichor Sorcery Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Ichor Sorcery Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Ichor Sorcery Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hardened Scales Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Scales Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Scales Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Scales Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Apprentice 1 Artifact Creature -- Construct This creature enters with a +1/+1 counter on it. When this creature dies, if it had counters on it, put those counters on target creature you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iron Apprentice 1 Artifact Creature -- Construct This creature enters with a +1/+1 counter on it. When this creature dies, if it had counters on it, put those counters on target creature you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iron Apprentice 1 Artifact Creature -- Construct This creature enters with a +1/+1 counter on it. When this creature dies, if it had counters on it, put those counters on target creature you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iron Apprentice 1 Artifact Creature -- Construct This creature enters with a +1/+1 counter on it. When this creature dies, if it had counters on it, put those counters on target creature you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Iron Spider, Stark Upgrade 3 Legendary Artifact Creature -- Spider Hero Vigilance {T}: Put a +1/+1 counter on each artifact creature and/or Vehicle you control. {2}, Remove two +1/+1 counters from among artifacts you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iron Spider, Stark Upgrade 3 Legendary Artifact Creature -- Spider Hero Vigilance {T}: Put a +1/+1 counter on each artifact creature and/or Vehicle you control. {2}, Remove two +1/+1 counters from among artifacts you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land
{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.

{4}: Put a +1/+1 counter on this creature.

When this creature dies, draw a card for each +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.

{4}: Put a +1/+1 counter on this creature.

When this creature dies, draw a card for each +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.

{4}: Put a +1/+1 counter on this creature.

When this creature dies, draw a card for each +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.

{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.

{T}: Add {B} or {G}.

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Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.

{T}: Add **{B}** or **{G}**.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steel Overseer Artifact Creature -- Construct {T}: Put a +1/+1 counter on each artifact creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Overseer Artifact Creature -- Construct {T}: Put a +1/+1 counter on each artifact creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Overseer Artifact Creature -- Construct {T}: Put a +1/+1 counter on each artifact creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonecoil Serpent Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stonecoil Serpent Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonecoil Serpent Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Winding Constrictor (B)(G) Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winding Constrictor (B)(G) Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winding Constrictor (B)(G) Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winding Constrictor (B)(G) Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Carnivorous Canopy (2)(G) Sorcery Destroy target artifact, enchantment, or creature with flying. If that permanent's mana value was 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnivorous Canopy (2)(G) Sorcery Destroy target artifact, enchantment, or creature with flying. If that permanent's mana value was 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnivorous Canopy (2)(G) Sorcery Destroy target artifact, enchantment, or creature with flying. If that permanent's mana value was 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malicious Malfunction (1)(B)(B) Sorcery All creatures get -2/-2 until end of turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malicious Malfunction 1BB Sorcery All creatures get -2/-2 until end of turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malicious Malfunction 1BB Sorcery All creatures get -2/-2 until end of turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Whisper of the Dross B Instant Target creature gets -1/-1 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Whisper of the Dross B Instant Target creature gets -1/-1 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Whisper of the Dross B Instant Target creature gets -1/-1 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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