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| <div><div><div>Bigfin Bouncer</div><div><div>3</div><div>U</div></div></div><div><div>Creature -- Shark Pirate</div><div>When this creature enters, return target creature an opponent controls to its owner's hand.</div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Burglar Rat</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Rat</div><div>When this creature enters, each opponent discards a card.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                   | <div><div><div>Burglar Rat</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Rat</div><div>When this creature enters, each opponent discards a card.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                   | <div><div><div>Curator of Destinies</div><div><div>4</div><div>U</div><div>U</div></div></div><div><div>Creature -- Sphinx</div><div>This spell can't be countered.<br/>Flying<br/>When this creature enters, look at the top five cards of your library and separate them into a face-down pile and a face-up pile. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard.</div><div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Eaten Alive</div><div><div>B</div></div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.<br/>Exile target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                             | <div><div><div>Eaten Alive</div><div><div>B</div></div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.<br/>Exile target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Eaten Alive</div><div><div>B</div></div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.<br/>Exile target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Elementalist Adept</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Human Wizard</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                            |

② ③

Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.

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① ②

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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③ ④

Flash (You may cast this spell any time you could cast an instant.)  
Flying  
You may cast spells as though they had flash.

4/2

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④ ⑤

Flying  
When this creature enters, draw a card, then discard a card.

3/4

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**(B)**

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                          |
| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kaito, Cunning Infiltrator ①②③</div><div>Legendary Planeswalker -- Kaito</div><div>Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.<br/>[+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.<br/>[-2]: Create a 2/1 blue Ninja creature token.<br/>[-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."<div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kiora, the Rising Tide ②③</div><div>Legendary Creature -- Merfolk Noble</div><div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.<div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Run Away Together</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose two target creatures controlled by different players. Return those creatures to their owners' hands.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spectral Sailor</div><div><div>U</div></div></div><div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spectral Sailor</div><div><div>U</div></div></div><div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stab</div><div><div>B</div></div></div><div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                             | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                             |
| <div><div>Uncharted Voyage</div><div>Instant</div><div>Target creature's owner puts it on their choice of the top or bottom of their library.<br/>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Uncharted Voyage</div><div>Instant</div><div>Target creature's owner puts it on their choice of the top or bottom of their library.<br/>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Witness Protection</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Witness Protection</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Alesha, Who Laughs at Fate</b> (1)(B)(R)<br><b>Legendary Creature -- Human Warrior</b><br><hr/> First strike<br>Whenever Alesha attacks, put a +1/+1 counter on it.<br>Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.<br><br>[sideboard]<br><br><div>2/2</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Ambush Wolf</b> (2)(G)<br><b>Creature -- Wolf</b><br><hr/> Flash (You may cast this spell any time you could cast an instant.)<br>When this creature enters, exile up to one target card from a graveyard.<br><br>[sideboard]<br><br><div>4/2</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                            | <b>Ambush Wolf</b> (2)(G)<br><b>Creature -- Wolf</b><br><hr/> Flash (You may cast this spell any time you could cast an instant.)<br>When this creature enters, exile up to one target card from a graveyard.<br><br>[sideboard]<br><br><div>4/2</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                             | <b>Anthem of Champions</b> (G)(W)<br><b>Enchantment</b><br><hr/> Creatures you control get +1/+1.<br><br>[sideboard]<br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                                                     |
| <b>Battlesong Berserker</b> (3)(R)<br><b>Creature -- Human Berserker</b><br><hr/> Whenever you attack, target creature you control gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.)<br><br>[sideboard]<br><br><div>3/4</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                 | <b>Battlesong Berserker</b> (3)(R)<br><b>Creature -- Human Berserker</b><br><hr/> Whenever you attack, target creature you control gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.)<br><br>[sideboard]<br><br><div>3/4</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Beast-Kin Ranger</b> (2)(G)<br><b>Creature -- Elf Ranger</b><br><hr/> Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br>Whenever another creature you control enters, this creature gets +1/+0 until end of turn.<br><br>[sideboard]<br><br><div>3/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Billowing Shriekmass</b> (3)(B)<br><b>Creature -- Spirit</b><br><hr/> Flying<br>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br>Threshold -- This creature gets +2/+1 as long as there are seven or more cards in your graveyard.<br><br>[sideboard]<br><br><div>2/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> |

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| <b>Blanchwood Armor</b> (2)(G)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature gets +1/+1 for each Forest you control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                         | <b>Burglar Rat</b> (1)(B)<br>Creature -- Rat<br>When this creature enters, each opponent discards a card.<br>[sideboard]<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                    | <b>Burst Lightning</b> (R)<br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Burst Lightning</b> (R)<br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Campus Guide</b> (2)<br>Artifact Creature -- Golem<br>When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top.<br>[sideboard]<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Cathar Commando</b> (1)(W)<br>Creature -- Human Soldier<br>Flash<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br>[sideboard]<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Cathar Commando</b> (1)(W)<br>Creature -- Human Soldier<br>Flash<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br>[sideboard]<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                               | <b>Claws Out</b> (3)(W)(W)<br>Instant<br>Affinity for Cats (This spell costs {1} less to cast for each Cat you control.)<br>Creatures you control get +2/+2 until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                    |

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| <b>Clinquant Skymage</b> (3)(U)<br>Creature -- Bird Wizard<br>Flying<br>Whenever you draw a card, put a +1/+1 counter on this creature.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                          | <b>Crackling Cyclops</b> (2)(R)<br>Creature -- Cyclops Wizard<br>Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.<br>[sideboard]<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dauntless Veteran</b> (1)(W)(W)<br>Creature -- Human Soldier<br>Whenever this creature attacks, creatures you control get +1/+1 until end of turn.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                             | <b>Diregraf Ghou1</b> (B)<br>Creature -- Zombie<br>This creature enters tapped.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                               |
| <b>Elfsworn Giant</b> (3)(G)(G)<br>Creature -- Giant<br>Reach (This creature can block creatures with flying.)<br>Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token.<br>[sideboard]<br><div>5/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Erudite Wizard</b> (2)(U)<br>Creature -- Human Wizard<br>Whenever you draw your second card each turn, put a +1/+1 counter on this creature.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fishing Pole</b> (1)<br>Artifact -- Equipment<br>Equipped creature has "{1}, {T}, Tap Fishing Pole: Put a bait counter on Fishing Pole."<br>Whenever equipped creature becomes untapped, remove a bait counter from this Equipment. If you do, create a 1/1 blue Fish creature token.<br>Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Giant Growth</b> <span>(G)</span><br>Instant<br>Target creature gets +3/+3 until end of turn.<br><br>[sideboard]<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                             | <b>Gnarlid Colony</b> <span>(1)(G)</span><br>Creature -- Beast<br>Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)<br>If this creature was kicked, it enters with two +1/+1 counters on it.<br>Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br><br>[sideboard]<br><br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> | <b>Gnarlid Colony</b> <span>(1)(G)</span><br>Creature -- Beast<br>Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)<br>If this creature was kicked, it enters with two +1/+1 counters on it.<br>Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br><br>[sideboard]<br><br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> | <b>Goblin Boarders</b> <span>(2)(R)</span><br>Creature -- Goblin Pirate<br>Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.<br><br>[sideboard]<br><br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>    |
| <b>Goblin Boarders</b> <span>(2)(R)</span><br>Creature -- Goblin Pirate<br>Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.<br><br>[sideboard]<br><br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> | <b>Goblin Boarders</b> <span>(2)(R)</span><br>Creature -- Goblin Pirate<br>Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.<br><br>[sideboard]<br><br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                             | <b>Goldvein Pick</b> <span>(2)</span><br>Artifact -- Equipment<br>Equipped creature gets +1/+1. Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)<br><br>[sideboard]<br><br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                  | <b>Good-Fortune Unicorn</b> <span>(1)(G)(W)</span><br>Creature -- Unicorn<br>Whenever another creature you control enters, put a +1/+1 counter on that creature.<br><br>[sideboard]<br><br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> |

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| <div> <b>Gorehorn Raider</b> <span>4</span><span>R</span> </div> <div>           Creature -- Minotaur Pirate         </div> <div>           Raid -- When this creature enters, if you attacked this turn, this creature deals 2 damage to any target.         </div> <div>           [sideboard]         </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Grow from the Ashes</b> <span>2</span><span>G</span> </div> <div>           Sorcery         </div> <div>           Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>           Search your library for a basic land card, put it onto the battlefield, then shuffle. If this spell was kicked, instead search your library for two basic land cards, put them onto the battlefield, then shuffle.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Helpful Hunter</b> <span>1</span><span>W</span> </div> <div>           Creature -- Cat         </div> <div>           When this creature enters, draw a card.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                       | <div> <b>Incinerating Blast</b> <span>4</span><span>R</span> </div> <div>           Sorcery         </div> <div>           Incinerating Blast deals 6 damage to target creature.<br/>           You may discard a card. If you do, draw a card.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                       |
| <div> <b>Infestation Sage</b> <span>B</span> </div> <div>           Creature -- Elf Warlock         </div> <div>           When this creature dies, create a 1/1 black and green Insect creature token with flying.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                   | <div> <b>Inspiration from Beyond</b> <span>2</span><span>U</span> </div> <div>           Sorcery         </div> <div>           Mill three cards, then return an instant or sorcery card from your graveyard to your hand.<br/>           Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <b>Inspiring Call</b> <span>2</span><span>G</span> </div> <div>           Instant         </div> <div>           Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Inspiring Paladin</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Knight         </div> <div>           During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.)<br/>           During your turn, creatures you control with +1/+1 counters on them have first strike.         </div> <div>           [sideboard]         </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Joust ThroughW</div><div>Instant</div><div>Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Make Your Move2W</div><div>Instant</div><div>Destroy target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Micromancer3U</div><div>Creature -- Human Wizard</div><div>When this creature enters, you may search your library for an instant or sorcery card with mana value 1, reveal it, put it into your hand, then shuffle.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mild-Mannered LibrarianG</div><div>Creature -- Human</div><div>{3}{G}: This creature becomes a Werewolf. Put two +1/+1 counters on it and you draw a card. Activate only once.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(T): Add R.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(T): Add R.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        |

### Painful Quandary (3)(B)(B)

## Enchantment

Whenever an opponent casts a spell,  
that player loses 5 life unless they  
discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prideful Parent (2)(W)

Creature -- Cat

Vigilance (Attacking doesn't cause this creature to tap.)  
When this creature enters, create a 1/1 white Cat creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Refute** (1) (U) (U)

Instant

Counter target spell. Draw a card, then discard a card.

[sideboard]

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.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sec1uded Courtyard

Land

As this land enters, choose a creature type.  
 {T}: Add {C}.  
 {T}: Add one mana of any color.  
 Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Soul-Shackled Zombie** (3)(B)

Creature -- Zombie

When this creature enters, exile up to two target cards from a single graveyard. If at least one creature card was exiled this way, each opponent loses 2 life and you gain 2 life.

[sidebar]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sower of Chaos** (3R)

Creature -- Devil

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{2}{R}: Target creature can't block
this turn.
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[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Stroke of Midnight (2)(W)</div> <div>Instant</div> <div>Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                 | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Treetop Snarespinner (3)(G)</div> <div>Creature -- Spider</div> <div>Reach (This creature can block creatures with flying.)</div> <div>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)</div> <div>{2}{G}: Put a +1/+1 counter on target creature you control. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Vanguard Seraph (3)(W)</div> <div>Creature -- Angel Warrior</div> <div>Flying</div> <div>Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Youthful Valkyrie (1)(W)</div> <div>Creature -- Angel</div> <div>Flying</div> <div>Whenever another Angel you control enters, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                     |

Playtest cards - Lilypadms - Limited (UOL FDN Sealed League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 13/13 - 5 cards - 2.5 x 3.5 in each