

Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archmage of Runes (3)(U)(U) Creature -- Giant Wizard Instant and sorcery spells you cast cost {1} less to cast. Whenever you cast an instant or sorcery spell, draw a card. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balmor, Battlemage Captain (U)(R) Legendary Creature -- Bird Wizard Flying Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brazen Scourge (1)(R)(R) Creature -- Gremlin Haste (This creature can attack and {T} as soon as it comes under your control.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Scourge (1)(R)(R) Creature -- Gremlin Haste (This creature can attack and {T} as soon as it comes under your control.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burst Lightning (R) Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curator of Destinies (4)(U)(U) Creature -- Sphinx This spell can't be countered. Flying 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drake Hatcher (1)(U) Creature -- Human Wizard Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, put that many incubation counters on it. Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elementalist Adept (1)(U) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elementalist Adept (1)(U) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Annihilation (2)(R) Instant Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fleeting Distraction (U) Instant Target creature gets -1/-0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gorehorn Raider (4)(R) Creature -- Minotaur Pirate Raid -- When this creature enters, if you attacked this turn, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gorehorn Raider (4)(R) Creature -- Minotaur Pirate Raid -- When this creature enters, if you attacked this turn, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiration from Beyond (2)(U) Sorcery Mill three cards, then return an instant or sorcery card from your graveyard to your hand. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiration from Beyond (2)(U) Sorcery Mill three cards, then return an instant or sorcery card from your graveyard to your hand. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Involuntary Employment (3)(R) Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Micromancer Creature -- Human Wizard 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Abyssal Harvester (1)(B)(B) Creature -- Demon Warlock {T}: Exile target creature card from a graveyard that was put there this turn. Create a token that's a copy of it, except it's a Nightmare in addition to its other types. Then exile all other Nightmare tokens you control. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aegis Turtle (U) Creature -- Turtle [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambush Wolf (2)(G) Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apothecary Stomper (4)(G)(G) Creature -- Elephant Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, choose one -- * Put two +1/+1 counters on target creature you control. * You gain 4 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Armasaur Guide (4)(W) Creature -- Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) Whenever you attack with three or more creatures, put a +1/+1 counter on target creature you control. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armasaur Guide (4)(W) Creature -- Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) Whenever you attack with three or more creatures, put a +1/+1 counter on target creature you control. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Billowing Shriekmass (3)(B) Creature -- Spirit Flying When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) Threshold -- This creature gets +2/+1 as long as there are seven or more cards in your graveyard. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blanchwood Armor (2)(G) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Forest you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

When this creature enters, each opponent discards a card.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top.

[sidebar]

2/1

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3 W W

Affinity for Cats (This spell costs {1} less to cast for each Cat you control.)
Creatures you control get +2/+2 until end of turn.

[sidebar]

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②③

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

[sidebar]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Defender (This creature can't attack.)
You have hexproof. (You can't be the target of spells or abilities your opponents control.)
Prevent all noncombat damage that would be dealt to other creatures you control.

[sidebar]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Whenever this creature attacks, creatures you control get +1/+1 until end of turn.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U U

At the beginning of your upkeep, create a token that's a copy of another target nonland permanent you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiendish Panda (2)(W)(B) Creature -- Bear Demon Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, return another target non-Bear creature card with mana value less than or equal to this creature's power from your graveyard to the battlefield. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebrand Archer (1)(R) Creature -- Human Archer Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Growth (G) Instant Target creature gets +3/+3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Growth (G) Instant Target creature gets +3/+3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gleaming Barrier (2) Artifact Creature -- Wall Defender When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnarlid Colony (1)(G) Creature -- Beast Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters on it. 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutless Plunderer (2)(B) Creature -- Skeleton Pirate Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutless Plunderer (2)(B) Creature -- Skeleton Pirate Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gutless Plunderer (2)(B) Creature -- Skeleton Pirate Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hare Apparent (1)(W) Creature -- Rabbit Noble When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent. A deck can have any number of cards named Hare Apparent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hare Apparent (1)(W) Creature -- Rabbit Noble When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent. A deck can have any number of cards named Hare Apparent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Helpful Hunter (1)(W) Creature -- Cat When this creature enters, draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helpful Hunter (1)(W) Creature -- Cat When this creature enters, draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heroic Reinforcements (2)(R)(W) Sorcery Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hungry Ghoul (1)(B) Creature -- Zombie {1}, Sacrifice another creature: Put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imprisoned in the Moon (2)(U) Enchantment -- Aura Enchant creature, land, or planeswalker Enchanted permanent is a colorless land with "{T}: Add {C}" and loses all other card types and abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incinerating Blast (4)(R) Sorcery Incinerating Blast deals 6 damage to target creature. You may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Paladin (2)(W) Creature -- Human Knight During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.) During your turn, creatures you control with +1/+1 counters on them have first strike. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminous Rebuke (4)(W) Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 B

Whenever you gain life, each
opponent loses 1 life.

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

{3}{G}: This creature becomes a Werewolf. Put two +1/+1 counters on it and you draw a card. Activate only once.

[sidebar]

1/1

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3 B G U

During each of your turns, you may play a land and cast a permanent spell of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.)

[sidebar]

6/6

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Plains

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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Choose one --
* Target opponent discards two
  cards.
* Creatures your opponents control
  get -1/-1 until end of turn.
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[sideboard]

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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 11/13 - 8 cards - 2.5 x 3.5 in each

Shivan Dragon 4 R R Creature -- Dragon Flying {R}: This creature gets +1/+0 until end of turn. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sure Strike 1 R Instant Target creature gets +3/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tatyova, Benthic Druid 3 G U Legendary Creature -- Merfolk Druid Landfall -- Whenever a land you control enters, you gain 1 life and draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6 U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanguard Seraph 3 W Creature -- Angel Warrior Flying 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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanguard Seraph 3 W Creature -- Angel Warrior Flying 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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vengeful Bloodwitch (1)(B)

Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wardens of the Cycle (1)(B)(G)(G)

Creature -- Elf Warlock

Morbid -- At the beginning of your end step, if a creature died this turn, choose one --

* You gain 2 life.

* You draw a card and you lose 1 life.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wary Thespian (1)(G)

Creature -- Cat Druid

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/1

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