

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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror (3)(B)(B) Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cackling Prowler (3)(G) Creature -- Hyena Rogue Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Morbid -- At the beginning of your end step, if a creature died this turn, put a +1/+1 counter on this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Feaster (3)(B) Creature -- Zombie Menace (This creature can't be blocked except by two or more creatures.) Threshold -- Whenever this creature attacks, if there are seven or more cards in your graveyard, this creature gets +2/+0 until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Diregraf Ghou1 (B) Creature -- Zombie This creature enters tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doubling Season (4)(G) Enchantment If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead. If an effect would put one or more counters on a permanent you control, it puts twice that many of those counters on that permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dwynen, Gilt-Leaf Daen (2)(G)(G) Legendary Creature -- Elf Warrior Reach (This creature can block creatures with flying.) Other Elf creatures you control get +1/+1. Whenever Dwynden attacks, you gain 1 life for each attacking Elf you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dwynen's Elite (1)(G) Creature -- Elf Warrior When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elfsworn Giant 3GG Creature -- Giant Reach (This creature can block creatures with flying.) Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Infernal Vessel2B Creature -- Human Cleric When this creature dies, if it wasn't a Demon, return it to the battlefield under its owner's control with two +1/+1 counters on it. It's a Demon in addition to its other types. 2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lathril, Blade of the Elves2BG Legendary Creature -- Elf Noble Menace (This creature can't be blocked except by two or more creatures.) Whenever Lathril deals combat damage to a player, create that many 1/1 green Elf Warrior creature tokens. {T}, Tap ten untapped Elves you control: Each opponent loses 10 life and you gain 10 life. 2/3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar ElvesG Creature -- Elf Druid {T}: Add {G}. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mild-Mannered LibrarianG Creature -- Human {3}{G}: This creature becomes a Werewolf. Put two +1/+1 counters on it and you draw a card. Activate only once. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nessian Hornbeetle 1 G Creature -- Insect At the beginning of combat on your turn, if you control another creature with power 4 or greater, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revenge of the Rats 2 B B Sorcery Create a tapped 1/1 black Rat creature token for each creature card in your graveyard. Flashback {2}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revenge of the Rats 2 B B Sorcery Create a tapped 1/1 black Rat creature token for each creature card in your graveyard. Flashback {2}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanguine Syphoner 1 B Creature -- Vampire Warlock Whenever this creature attacks, each opponent loses 1 life and you gain 1 life. 1/3 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. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Banshee 4B Creature -- Spirit Morbid -- When this creature enters, target creature an opponent controls gets -1/-1 until end of turn. If a creature died this turn, that creature gets -13/-13 until end of turn instead. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Snarespinner 3G Creature -- Spider Reach (This creature can block creatures with flying.) Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) {2}{G}: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Snarespinner 3G Creature -- Spider Reach (This creature can block creatures with flying.) Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) {2}{G}: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vampire Soulcaller (4)(B) Creature -- Vampire Warlock Flying This creature can't block. When this creature enters, return target creature card from your graveyard to your hand. 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	Ajani's Pridemate Token Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on Ajani's Pridemate. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	An Offer You Can't Refuse (U) Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] 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	Axgard Cavalry (1)(R) Creature -- Dwarf Berserker {T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bigfin Bouncer (3)(U) Creature -- Shark Pirate When this creature enters, return target creature an opponent controls to its owner's hand. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Campus Guide (2) Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

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

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

① ②

Counter target creature spell.

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2WB

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

① R R

Flying, haste
This creature attacks each combat if
able.
Ferocious -- At the beginning of
combat on your turn, if you control
a creature with power 4 or greater,
you may pay {R}. If you do, return
this card from your graveyard to the
battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flying, vigilance
Each other Angel you control enters
with an additional +1/+1 counter on
it for each Angel you already
control.
{T}: Add {W}. Spend this mana only
to cast an Angel spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

G

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Defender
When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/4

②③

Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

Goblin Boarders (2)(R) Creature -- Goblin Pirate Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldvein Pick (2) Artifact -- Equipment 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.") Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grappling Kraken (4)(U)(U) Creature -- Kraken Landfall -- Whenever a land you control enters, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grow from the Ashes (2)(G) Sorcery Kicker {2} (You may pay an additional {2} as you cast this spell.) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Guarded Heir (5)(W) Creature -- Human Noble Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, create two 3/3 white Knight creature tokens. [sideboard] 1/1 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	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	Heraldic Banner 3 Artifact As this artifact enters, choose a color. Creatures you control of the chosen color get +1/+0. {T}: Add one mana of the chosen color. [sideboard] 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 PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Juggernaut 4 Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko, Mob Boss 2 R R Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Make Your Move 2 W Instant Destroy target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mocking Sprite (2)(U) Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mocking Sprite (2)(U) Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quakestrider Ceratops (3)(G)(G)(G) Creature -- Dinosaur [sideboard] 12/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reassembling Skeleton (1)(B) Creature -- Skeleton Warrior {1}{B}: Return this card from your graveyard to the battlefield tapped. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Run Away Together (1)(U) Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rune-Sealed Wall (2)(U) Artifact Creature -- Wall Defender {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded 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

Skyknight Squire 1 W Creature -- Cat Scout Whenever another creature you control enters, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyship Buccaneer 3 U U Creature -- Human Pirate Flying Raid -- When this creature enters, if you attacked this turn, draw a card. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyship Buccaneer 3 U U Creature -- Human Pirate Flying Raid -- When this creature enters, if you attacked this turn, draw a card. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squad Rallier 3 W Creature -- Human Scout {2}{W}: Look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. [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	Swiftwater Cliffs Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Think Twice 1 U Instant Draw a card. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrill of Possibility 1 R Instant As an additional cost to cast this spell, discard a card. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uncharted Voyage 3 U Instant Target creature's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witness Protection U Enchantment -- Aura Enchant creature 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Witness Protection U Enchantment -- Aura Enchant creature 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			