

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. 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beast-Kin Ranger (2)(G) Creature -- Elf Ranger Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever another creature you control enters, this creature gets +1/+0 until end of turn. 3/3 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bite Down (1)(G) Instant Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blasphemous Edict (3)(B)(B) Sorcery You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield. Each player sacrifices thirteen creatures of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eaten Alive (B) Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elenda, Saint of Dusk 2WB Legendary Creature -- Vampire Knight Lifelink, hexproof from instants As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Savior 3W Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiendish Panda 2WB 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. 3/2 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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Forest Basic Land -- Forest {T}: Add {G}. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleaming Barrier 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.") 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutless Plunderer 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hungry Ghoul Creature -- Zombie {1}, Sacrifice another creature: Put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Infestation Sage Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Axe Artifact -- Equipment If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Dreadhorde General Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Return up to two target creature cards from your graveyard to your hand, then discard a card.

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.

1/1

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Target opponent reveals their hand.
You choose a nonland card from it.
That player discards that card.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample
Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.)
You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs.

7/7

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2G

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

2/1

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Revenge of the Rats ②③③

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

Scoured Barrens

Land

This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {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

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

Swamp

Basic Land -- Swamp

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] 0/5 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	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
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	Battlesong Berserker 3 R Creature -- Human Berserker 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.) [sideboard] 3/4 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	Blanchwood Armor 2 G Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Forest you control. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boltwave (R) Sorcery Boltwave deals 3 damage to each opponent. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brineborn Cutthroat (1)(U) Creature -- Merfolk Pirate Flash (You may cast this spell any time you could cast an instant.) Whenever you cast a spell during an opponent's turn, put a +1/+1 counter on this creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brineborn Cutthroat (1)(U) Creature -- Merfolk Pirate Flash (You may cast this spell any time you could cast an instant.) Whenever you cast a spell during an opponent's turn, put a +1/+1 counter on this creature. [sideboard] 2/1 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. [sideboard] 2/1 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courageous Goblin (1)(R) Creature -- Goblin Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 2/2 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Veteran (1)(W)(W) Creature -- Human Soldier Whenever this creature attacks, creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadwing Scavenger 1UB Creature -- Nightmare Bird Flying Whenever this creature enters or attacks, draw a card, then discard a card. Threshold -- This creature gets +1/+1 and has deathtouch as long as there are seven or more cards in your graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eaten Alive B Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elementalist Adept 1U 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.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elementalist Adept 1U 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.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elementalist Adept 1U 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.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erudite Wizard 2U Creature -- Human Wizard Whenever you draw your second card each turn, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Fleeting Distraction U Instant Target creature gets -1/-0 until end of turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Flight W Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Flight W Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	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	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

③ ④

Flash (You may cast this spell any time you could cast an instant.)

You may cast spells as though they had flash.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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.")

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④

This creature attacks each combat if able.

This creature can't be blocked by walls.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W U

Flying
Whenever you cast a noncreature

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spell, choose one --
* Exile another target creature you
control. Return that card to the
battlefield under its owner's
control at the beginning of the next
end step.
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- * Create a 1/1 white Spirit creature token with flying.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Return up to two target creature cards from your graveyard to your hand, then discard a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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

3 B

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

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Stroke of Midnight 2 W Instant Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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	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 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