

Arahbo, the First Fang 2W Legendary Creature -- Cat Avatar Other Cats you control get +1/+1. Whenever Arahbo or another nontoken Cat you control enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbiter of Woe 4BB Creature -- Demon As an additional cost to cast this spell, sacrifice a creature. Flying When this creature enters, each opponent discards a card and loses 2 life. You draw a card and gain 2 life. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armasaur Guide 4W 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bake into a Pie 2BB Instant Destroy target creature. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bake into a Pie 2BB Instant Destroy target creature. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blasphemous Edict 3BB 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 PLAYbotbox.dev	Burglar Rat 1B Creature -- Rat When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burglar Rat 1B Creature -- Rat When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cat Collector 2 W Creature -- Human Citizen When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel 2 W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel 2 W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divine Resilience W Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature you control gains indestructible until end of turn. If this spell was kicked, instead any number of target creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Felidar Savior 3 W 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 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.") 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Axe 4 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Resolute Reinforcements 1 W 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. 1/1 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	Stroke of Midnight 2 W Instant Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token. 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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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	Vampire Soulcaller 4B 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 PLAYbotbox.dev	Vanguard Seraph 3W 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanguard Seraph 3W 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Return all attacking creatures to their owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

4 G G

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

③ ④

When this creature enters, return target creature an opponent controls to its owner's hand.

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

② ⑥

Destroy target artifact,
enchantment, or creature with
flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bulk Up (1)(R) Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack (G) Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack (G) Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crackling Cyclops (2)(R) Creature -- Cyclops Wizard 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	Crackling Cyclops (2)(R) Creature -- Cyclops Wizard 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	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. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drakuseth, Maw of Flames (4)(R)(R)(R) Legendary Creature -- Dragon Flying Whenever Drakuseth attacks, it deals 4 damage to any target and 3 damage to each of up to two other targets. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elfsworn Giant (3)(G)(G) 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 (3)(G)(G) 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	Exsanguinate (X)(B)(B) Sorcery Each opponent loses X life. You gain life equal to the life lost this way. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk's Uprising (2)(G) Enchantment When this enchantment enters, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Whenever a creature you control with power 4 or greater enters, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Genesis Wave (X)(G)(G)(G) Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. [sideboard] 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghalta, Primal Hunger (18)(G)(G) Legendary Creature -- Elder Dinosaur This spell costs {X} less to cast, where X is the total power of creatures you control. Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Playtest cards - YVK - Draft (FDN Prerelease Manila-Gather-BU)

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

Good-Fortune Unicorn 1GW Creature -- Unicorn Whenever another creature you control enters, put a +1/+1 counter on that creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartfire Immolator 1R Creature -- Human Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) {R}, Sacrifice this creature: It deals damage equal to its power to target creature or planeswalker. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu's Second Rite 3R Instant If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incinerating Blast 4R 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
Infestation Sage B Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiration from Beyond 2U 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightshell Duo 3U Creature -- Rat Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightshell Duo (3)(U) Creature -- Rat Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightshell Duo (3)(U) Creature -- Rat Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Macabre Waltz (1)(B) Sorcery Return up to two target creature cards from your graveyard to your hand, then discard a card. [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
Micromancer (2)(U) 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. [sideboard] 3/3 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	Needletooth Pack (3)(G)(G) Creature -- Dinosaur Morbid -- At the beginning of your end step, if a creature died this turn, put two +1/+1 counters on target creature you control. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pilfer (1)(B) Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quick-Draw Katana ② Artifact -- Equipment During your turn, equipped creature gets +2/+0 and has first strike. (It deals combat damage before creatures without first strike.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quick-Draw Katana ② Artifact -- Equipment During your turn, equipped creature gets +2/+0 and has first strike. (It deals combat damage before creatures without first strike.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quick-Draw Katana ② Artifact -- Equipment During your turn, equipped creature gets +2/+0 and has first strike. (It deals combat damage before creatures without first strike.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Amulet ② Artifact {1}, {T}, Sacrifice a creature: Draw a card and put a soul counter on this artifact. Activate only as a sorcery. {4}, {T}, Sacrifice this artifact: Each opponent loses life equal to the number of soul counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Refute ①①① Instant Counter target spell. Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refute ①①① Instant Counter target spell. Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruby, Daring Tracker ①② Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Scavenging Ooze 1 G Creature -- Ooze {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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sower of Chaos 3 R Creature -- Devil {2}{R}: Target creature can't block this turn. [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	Strongbox Raider 2 R R Creature -- Orc Pirate Raid -- When this creature enters, if you attacked this turn, exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card. [sideboard] 5/2 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	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	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	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tolarian Terror

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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 PLAY

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Tranquil Cove

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Treetop Snarespinner

3 6

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}{6}: Put a +1/+1 counter on target creature you control.

Activate only as a sorcery.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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