

U

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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.

Eager Trufflesnout 26 Creature -- Boar Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever this creature deals combat damage to a player, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extravagant Replication 4UU Enchantment At the beginning of your upkeep, create a token that's a copy of another target nonland permanent you control. 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	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

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gnarlid Colony 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.) 2/2 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	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

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	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
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.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Refute 1UU Instant Counter target spell. Draw a card, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyship Buccaneer 3UU Creature -- Human Pirate Flying Raid -- When this creature enters, if you attacked this turn, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Sailor U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sphinx of Forgotten Lore (2)(U)(U) Creature -- Sphinx Flash (You may cast this spell any time you could cast an instant.) Flying Whenever this creature attacks, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to that card's mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphinx of Forgotten Lore (2)(U)(U) Creature -- Sphinx Flash (You may cast this spell any time you could cast an instant.) Flying Whenever this creature attacks, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to that card's mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinner of Souls (2)(G) Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strix Lookout (1)(U) Creature -- Bird Flying, vigilance (Attacking doesn't cause this creature to tap.) {1}{U}, {T}: Draw a card, then discard a card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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}.) 5/5 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid (3)(G)(G) Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Epiphany 3 U U Instant This spell costs {1} less to cast if you control a Wizard. Draw three cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banner of Kinship 5 Artifact As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type. Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact. [sideboard] 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
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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broken Wings 2 G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broken Wings 2 G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burnished Hart 3 Artifact Creature -- Elk {3}, Sacrifice this creature: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Claws Out 3 W W Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Claws Out 3 W W Instant 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. [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
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	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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadwing Scavenger 1 U B 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 PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] 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

®

Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

① R

Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

② R

Flying
Whenever you cast a noncreature or Dragon spell, this creature deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

®

Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① 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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Good-Fortune Unicorn (1)(G)(W) Creature -- Unicorn Whenever another creature you control enters, put a +1/+1 counter on that creature. [sideboard] 2/2 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. [sideboard] 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. [sideboard] 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. [sideboard] 4/4 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	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	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 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.") [sideboard] 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	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
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 PLAYbotbox.dev	Make Your Move (2)(W) Instant Destroy target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mischievous Pup (2)(W) Creature -- Dog Flash (You may cast this spell any time you could cast an instant.) When this creature enters, return up to one other target permanent you control to its owner's hand. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Prideful Parent 2W 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 PLAYbotbox.dev	Resolute Reinforcements 1W 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruby, Daring Tracker RG 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 PLAYbotbox.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 PLAYbotbox.dev
Sanguine Syphoner 1B Creature -- Vampire Warlock Whenever this creature attacks, each opponent loses 1 life and you gain 1 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serra Angel 3WW Creature -- Angel Flying Vigilance (Attacking doesn't cause this creature to tap.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Shackled Zombie 3B 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. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Shackled Zombie 3B 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. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

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

Stab B Instant Target creature gets -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stab B Instant Target creature gets -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stromkirk Bloodthief 2B Creature -- Vampire Rogue At the beginning of your end step, if an opponent lost life this turn, put a +1/+1 counter on target Vampire you control. [sideboard] 2/2 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
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. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Uncharted Voyage 3U 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 PLAYbotbox.dev	Uncharted Voyage 3U 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 PLAYbotbox.dev

Vampire Gourmand 1 B Creature -- Vampire Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nighthawk 1 B B Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev		