Ancient Den

Artifact Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Argivian Phalanx {5}{W}

Creature -- Human Kor Soldier

Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
Vigilance (Attacking doesn't cause this creature to tap.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clowning Around {1}{W}

Sorcery

Create two 1/1 white Clown Robot artifact creature tokens, then roll a six-sided die. If the result is equal to or less than the number of Robots you control, create a 1/1 white Clown Robot artifact creature token.

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Playtest cards - milm - Pauper v3 Group 7DD234 (Magitek Infantry, Clowning Around) (CPC Qu sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crusader of Odric {2}{W}

Creature -- Human Soldier

Crusader of Odric's power and toughness are each equal to the number of creatures you control.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Citadel

Artifact Land

Indestructible
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortress Kin-Guard {1}{W}

Creature -- Dog Soldier

When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gather the Townsfolk {1}{W}

Sorcery

Create two 1/1 white Human creature tokens.
Fateful hour -- If you have 5 or less life, create five of those tokens instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonardo, Big Brother {2}{W}

Legendary Creature -- Mutant Ninja Turtle

Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Leonardo gets +1/+0 for each other creature you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luxknight Breacher {3}{W}

Creature -- Human Knight

This creature enters with a +1/+1 counter on it for each other creature and/or artifact you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magitek Infantry {W}

Artifact Creature -- Robot Soldier

This creature gets +1/+0 as long as you control another artifact.
{2}{W}: Search your library for a card named Magitek Infantry, put it onto the battlefield tapped, then shuffle.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novice Inspector (W)

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Alarm {1}{W}

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Salt Road Packbeast {5}{W}

Creature -- Beast

Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
When this creature enters, draw a card.

4/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Choco/Mog {2}{W}

Enchantment Creature -- Saga Bird Moogle

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III, IV -- Stampede! -- Other creatures you control get +1/+0 until end of turn.

3/3

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Thraben Inspector {W}

Creature -- Human Soldier

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conclave Phalanx {4}{W}

Creature -- Human Soldier

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, you gain 1 life for each creature you control.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Short {2}{W}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Destroy target planeswalker that was activated this turn or tapped creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

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Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peach Garden Oath {W}

Sorcery

You gain 2 life for each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return to Dust {2}{W}{W}

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spare from Evil {1}{W}

Instant

Creatures you control gain protection from non-Human creatures until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spare from Evil {1}{W}

Instant

Creatures you control gain protection from non-Human creatures until end of turn.

[sideboard]

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Spare from Evil {1}{W}

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Creatures you control gain protection from non-Human creatures until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

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Tormod's Crypt 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Armorer 1W

Creature -- Human Soldier

Other creatures you control get +0/+1.

[sideboard]

2/2

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