

Aerial Boost 1W 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.) Target creature gets +2/+2 and gains flying until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airlift Chaplain 2W Creature -- Human Cleric Flying When this creature enters, mill three cards. You may put a Plains card or a creature card with mana value 3 or less from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel Elspeth 2WW Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token with lifelink. [-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying. [-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cheeky House-Mouse W Creature -- Mouse 2/1 --- ADVENTURE --- Squeak By W Sorcery -- Adventure Target creature you control gets +1/+1 until end of turn. It can't be blocked by creatures with power 3 or greater this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chupacabra Echo 2BB Creature -- Beast Horror Spirit Fathomless descent -- When this creature enters, target creature an opponent controls gets -X/-X until end of turn, where X is the number of permanent cards in your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cooped Up 1W Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. {2}{W}: Exile enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Derision 2BB Instant Destroy target creature or planeswalker. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Feed the Cauldron 2B Instant Destroy target creature with mana value 3 or less. If it's your turn, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forum Familiar W Creature -- Cat Disguise {1}{W} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, return another target permanent you control to its owner's hand and put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravestone Strider 2 Artifact Creature -- Golem {1}: Add one mana of any color. Activate only once each turn. {2}, Exile this card from your graveyard: Exile target card from a graveyard. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hero of the Dunes 3WB Creature -- Human Soldier When this creature enters, return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. Creatures you control with mana value 3 or less get +1/+0. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Horobi, Death's Wail 2BB Legendary Creature -- Spirit Flying Whenever a creature becomes the target of a spell or ability, destroy that creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperial Subduer 2W Creature -- Human Samurai Whenever a Samurai or Warrior you control attacks alone, tap target creature you don't control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of Swirling Mist XU Instant As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way. Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murder 1BB Instant Destroy target creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Okiba Reckoner Raid B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Out Cold 3U Instant This spell can't be countered. (This includes by the ward ability.) Tap up to two target creatures and put a stun counter on each of them. Investigate. (If a permanent with a stun counter would become untapped, remove one from it instead.) 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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Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Detective

1/3

Creature -- Human Knight

2/2

Creature -- Fungus Snail

1/1

Creature -- Dinosaur

3/5

Basic Land -- Swamp

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tarkir Duneshaper W Creature -- Dog Warrior {4}{G/P}: Transform this creature. Activate only as a sorcery. ({G/P} can be paid with either {G} or 2 life.) 1/2 BACK FACE Burnished Dunestomper Creature -- Phyrexian Dog Warrior Trample 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tiller of Flesh 3W Creature -- Phyrexian Knight Whenever you cast a spell that targets one or more permanents, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wojek Investigator 2W Creature -- Angel Detective Flying, vigilance At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Air Marshal (1)(U) Creature -- Human Soldier {3}: Target Soldier gains flying until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assassin's Trophy (B)(G) Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Awakened Awareness (X)(U)(U) Enchantment -- Aura Enchant artifact or creature When this Aura enters, put X +1/+1 counters on enchanted permanent. As long as enchanted permanent is a creature, it has base power and toughness 1/1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bearer of Memory (2)(G) Enchantment Creature -- Human Monk {5}{6}: Put a +1/+1 counter on target enchantment creature. It gains trample until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brazen Blademaster (2)(R) Creature -- Orc Pirate Whenever this creature attacks while you control two or more artifacts, it gets +2/+1 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burden of Proof (1)(U) Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+2 as long as it's a Detective you control. Otherwise, it has base power and toughness 1/1 and can't block Detectives. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Candy Trail (1) Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimestopper Sprite (2)(U) Creature -- Faerie Detective As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Flying When this creature enters, tap target creature. If evidence was collected, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Enchant creature
Enchanted creature gets +3/+3 and
has ward {2}.
Cycling {2} ({2}, Discard this card:
Draw a card.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose one --

- * Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.
- * Counter target activated or triggered ability.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Target nonland permanent's owner
puts it on their choice of the top
or bottom of their library. Scry 2.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Whenever this creature attacks,
exile target card from an opponent's
graveyard.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑦

Flying
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this artifact enters, draw a card.
Sacrifice this artifact: Choose a basic land type. Each land you control becomes that type until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return target artifact or creature card from your graveyard to your hand. Create a 1/1 colorless Soldier artifact creature token.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Target opponent discards two cards. Create a Wicked Role token attached to up to one target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Snoop (1)(U)(B) Creature -- Faerie Detective Flying Disguise {1}{U/B}{U/B} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, look at the top two cards of your library. Put one into your hand and the other into your graveyard. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fauna Shaman (1)(G) Creature -- Elf Shaman {G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Visitor (G) Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gingerbrute (1) Artifact Creature -- Food Golem Haste (This creature can attack and {T} as soon as it comes under your control.) {1}: This creature can't be blocked this turn except by creatures with haste. {2}, {T}, Sacrifice this creature: You gain 3 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket (1)(W) Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greater Tanuki (4)(G)(G) Enchantment Creature -- Dog Trample Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Growing Rites of Itlimoc (2)(G) Legendary Enchantment When Growing Rites of Itlimoc enters, look at the top four cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of your end step, if you control four or more creatures, transform Growing Rites of Itlimoc. [sideboard] ----- BACK FACE ----- Itlimoc, Cradle of the Sun Legendary Land (Transforms from Growing Rites of Itlimoc.) {T}: Add {G}. {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - J  r  my, Berguio - Limited (Boa Qualifier #4 (Chaos Sealed))

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

Hidden Nursery Land -- Cave This land enters tapped. {T}: Add {G}. {4}{G}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Huatli's Final Strike 26 Instant Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulking Metamorph 9 Artifact Creature -- Shapeshifter Prototype {2}{U}{U} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) You may have this creature enter as a copy of an artifact or creature you control, except it's an artifact creature in addition to its other types, and its power and toughness are equal to this creature's power and toughness. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspired Charge 2WW Instant Creatures you control get +2/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Invasion of Zendikar 36 Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. [sideboard] D 3 ----- BACK FACE ----- Awakened Skyclave Creature -- Elemental Vigilance, haste As long as this creature is on the battlefield, it's a land in addition to its other types. {T}: Add one mana of any color. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jukai Trainee 16 Creature -- Human Samurai Whenever this creature blocks or becomes blocked, it gets +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Halberd W Artifact -- Equipment Equipped creature gets +1/+1 and has vigilance. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/13 - 8 cards - 2.5 x 3.5 in each

Lich-Knights' Conquest ④Ⓑ Sorcery Sacrifice any number of artifacts, enchantments, and/or tokens. Return that many creature cards from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment of Truth ①ⓤ Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutagen Connoisseur ①Ⓔⓤ Creature -- Vedalken Mutant Flying, vigilance This creature gets +1/+0 for each transformed permanent you control. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nervous Gardener ①Ⓔ Creature -- Dryad Disguise {G} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, search your library for a land card with a basic land type, reveal it, put it into your hand, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Network Terminal ③ Artifact {T}: Add one mana of any color. {1}, {T}, Tap another untapped artifact you control: Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oteclan Landmark Ⓦ Artifact When this artifact enters, scry 2. Craft with artifact {2}{W} ({2}{W}), Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] ----- BACK FACE ----- Oteclan Levitator Artifact Creature -- Golem Flying Whenever this creature attacks, target attacking creature without flying gains flying until end of turn. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Out of Air ②ⓤⓤ Instant This spell costs {2} less to cast if it targets a creature spell. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peerless Samurai ②Ⓡ Creature -- Human Samurai Menace (This creature can't be blocked except by two or more creatures.) Whenever a Samurai or Warrior you control attacks alone, the next spell you cast this turn costs {1} less to cast. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 10/13 - 8 cards - 2.5 x 3.5 in each

② ③

{1}, Sacrifice an artifact: This creature gets +1/+1 until end of turn and deals 1 damage to each opponent.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Create two 1/1 blue and red Elemental creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target opponent reveals their hand. You may choose a nonland card from it. If you do, that player discards that card. If you don't, put two +1/+1 counters on a creature or Vehicle you control.

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① ② R

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Haste
This creature attacks each combat if
able.
{2}, Sacrifice this creature: Draw a
card.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: Add {G}.
{1}, {T}: Add one mana of any color.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Flash
When this artifact enters, it deals 6 damage to target creature an opponent controls.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this creature enters, you may discard a card. If you do, draw a card.

Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 W

Affinity for enchantments (This spell costs {1} less to cast for each enchantment you control.)
Flying

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Flying
Whenever an artifact you control enters, you may draw a card. If you do, discard a card.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
When this creature enters, you may pay {2}. When you do, 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]

1/1

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②

As this artifact enters, look at an opponent's hand, then choose any card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Destroy up to one target artifact, enchantment, or creature with flying. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
When this creature enters, create a
Map token. (It's an artifact with
"{1}, {T}, Sacrifice this token:
Target creature you control
explores. Activate only as a
sorcery.")

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

When this creature enters, create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.")

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Reach
Whenever a face-down permanent you control is turned face up, put a +1/+1 counter on it and a +1/+1 counter on this creature.

[sideboard]

1/3

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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

