

Aeronaut's Wings 2 Artifact -- Equipment Equipped creature gets +1/+0 and has flying. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alabaster Host Intercessor 5 W Creature -- Phyrexian Samurai When this creature enters, exile target creature an opponent controls until this creature leaves the battlefield. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brass's Tunnel-Grinder 2 R Legendary Artifact When Brass's Tunnel-Grinder enters, discard any number of cards, then draw that many cards plus one. At the beginning of your end step, if you descended this turn, put a bore counter on Brass's Tunnel-Grinder. Then if there are three or more bore counters on it, remove those counters and transform it. (You descended if a permanent card was put into your graveyard from anywhere.) BACK FACE Tecutlan, the Searing Rift Legendary Land -- Cave (Transforms from Brass's Tunnel-Grinder.) {T}: Add {R}. Whenever you cast a permanent spell using mana produced by Tecutlan, discover X, where X is that spell's mana value. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat 1 B Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dinotomaton 3 R Artifact Creature -- Dinosaur Gnome Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, target creature you control gains menace until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconic Destiny 1 R R Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying, haste, and "{1}: This creature gets +1/+0 until end of turn." It's a Dragon in addition to its other types. When enchanted creature dies, return this card to its owner's hand. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emergency Weld 1 B Sorcery Return target artifact or creature card from your graveyard to your hand. Create a 1/1 colorless Soldier artifact creature token. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eriette's Whisper 3 B Sorcery 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flick a Coin 2R Instant Flick a Coin deals 1 damage to any target. You create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Draw a card. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloomfang Mauler 5BB Creature -- Nightmare Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.) Menace 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hangar Scrounger 2R Creature -- Dwarf Pilot Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.) Whenever this creature becomes tapped, you may discard a card. If you do, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harried Dronesmith 3R Creature -- Human Artificer At the beginning of combat on your turn, create a 1/1 colorless Thopter artifact creature token with flying. It gains haste until end of turn. Sacrifice it at the beginning of your next end step. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hidden Necropolis Land -- Cave This land enters tapped. {T}: Add {B}. {4}{B}, {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.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Fae Negotiator 3BB Creature -- Faerie Warlock Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Flying When this creature enters, if it was bargained, each opponent loses 3 life and you gain 3 life. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Gobakhan 1W 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, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. D 3 Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami's Flare 1R Instant Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord Skitter, Sewer King ②③ Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mine Worker ② Artifact Creature -- Assembly-Worker {T}: You gain 1 life. If you control creatures named Power Plant Worker and Tower Worker, you gain 3 life instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plundering Pirate2R Creature -- Orc Pirate When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyretic Prankster1R Creature -- Devil {3}{B/P}: Transform this creature. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.) 2/1 BACK FACE Glistening Goremonger Creature -- Phyrexian Devil When this creature dies, each opponent sacrifices an artifact or creature of their choice. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ray of Ruin4B Sorcery Exile target creature, Vehicle, or nonbasic land. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapwork Rager4 Artifact Creature -- Phyrexian Horror When this creature enters, you draw a card and you lose 1 life. Unearth {3}{B} ({3}{B}: 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scream Puff4B Creature -- Horror Deathtouch 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.") 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sculpted Perfection2WB Enchantment When this enchantment enters, 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.) Phyrexians you control get +1/+1. 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
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	Thrashing Frontliner1R Creature -- Phyrexian Lizard Trample Whenever this creature attacks a battle, it gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Beluna's Gatekeeper 5 U Creature -- Giant Soldier [sideboard] 6/5 ----- ADVENTURE ----- Entry Denied 1 U Sorcery -- Adventure Return target creature you don't control with mana value 3 or less to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blighted Burgeoning 2 G Enchantment -- Aura Enchant land When this Aura enters, 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.) Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boon of Boseiju 1 G Instant Target creature gets +X/+X until end of turn, where X is the greatest mana value among permanents you control. Untap it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Brawler G W Creature -- Elemental Warrior Trample This creature enters with two +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Calamitous Cave-In 3 R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Candlestick U Artifact -- Clue Equipment Equipped creature gets +1/+1 and has "Whenever this creature attacks, 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.) {2}, Sacrifice this Equipment: Draw a card. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cooped Up 1 W Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. {2}{W}: Exile enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cosmium Blast 1 W Instant Cosmium Blast deals 4 damage to target attacking or blocking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crowd-Control Warden (3)(G)(W) Creature -- Centaur Soldier As this creature enters or is turned face up, put X +1/+1 counters on it, where X is the number of other creatures you control. Disguise {3}{G/W}{G/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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Tutelage (2)(B) Enchantment At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demand Answers (1)(R) Instant As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dwarven Forge-Chanter (1)(R) Creature -- Dwarf Wizard Ward--Pay 2 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2 life.) Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Era of Enlightenment (1)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Scry 2. II -- You gain 2 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- -- BACK FACE -- -- Hand of Enlightenment Enchantment Creature -- Human Monk First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fae Flight (1)(U) Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains hexproof until end of turn. Enchanted creature gets +1/+0 and has flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favor of Jukai (3)(G) Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets +3/+3 and has reach. Channel -- {1}{G}, Discard this card: Target creature gets +3/+3 and gains reach until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ([T]: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorifier of Suffering 2W Creature -- Vampire Soldier When this creature enters, you may sacrifice another creature or artifact. When you do, put a +1/+1 counter on each of up to two target creatures. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafted Growth 2G Enchantment -- Aura Enchant land When this Aura enters, put a +1/+1 counter on target creature or Vehicle you control. Enchanted land has "{T}": Add two mana of any one color." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Greta, Sweettooth Scourge 1BG Legendary Creature -- Human Warrior When Greta enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {G}, Sacrifice a Food: Put a +1/+1 counter on target creature. Activate only as a sorcery. {1}{B}, Sacrifice a Food: You draw a card and you lose 1 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hard-Hitting Question G Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Heavyweight Demolisher 7 Artifact Creature -- Construct Menace At the beginning of your upkeep, tap this creature unless you pay {3}. Unearth {6}{R}{R} ({6}{R}{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.) [sideboard] 8/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inside Source 2W Creature -- Human Citizen When this creature enters, create a 2/2 white and blue Detective creature token. {3}, {T}: Target Detective you control gets +2/+0 and gains vigilance until end of turn. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito's Pursuit 2B Sorcery Target player discards two cards. Ninjas and Rogues you control gain menace until end of turn. (They can't be blocked except by two or more creatures.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami of Transience 1G Creature -- Spirit Trample Whenever you cast an enchantment spell, put a +1/+1 counter on this creature. At the beginning of each end step, if an enchantment was put into your graveyard from the battlefield this turn, you may return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Keeper of the Cadence 4 U Creature -- Human Wizard {3}: Put target artifact, instant, or sorcery card from a graveyard on the bottom of its owner's library. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Guildpact G/W G/U B/G R/G Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light the Way W Instant Choose one -- * Put a +1/+1 counter on target creature or Vehicle. Untap it. * Return target permanent you control to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Malamet Brawler 1 G Creature -- Cat Warrior Whenever this creature attacks, target attacking creature gains trample until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirrodin Avenged B Instant Destroy target creature that was dealt damage this turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moon-Circuit Hacker 1 U Enchantment Creature -- Human Ninja Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pathfinding Axejaw 3 G Creature -- Dinosaur When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Projektor Inspector (2)(U) Creature -- Human Detective Whenever this creature or another Detective you control enters and whenever a Detective you control is turned face up, you may draw a card. If you do, discard a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redtooth Genealogist (2)(G) Creature -- Elf Advisor When this creature enters, create a Royal Role token attached to another target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regent's Authority (W) Instant Target creature gets +2/+2 until end of turn. If it's an enchantment creature or legendary creature, instead put a +1/+1 counter on it and it gets +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Return Triumphant (1)(W) Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Create a Young Hero Role token attached to it. (Enchanted creature has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it." If you put another Role on the creature later, put this one into the graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rot Farm Mortipede (3)(B) Creature -- Insect Whenever one or more creature cards leave your graveyard, this creature gets +1/+0 and gains menace and lifelink until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Treatment (G) Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rubblebelt Maverick (G) Creature -- Human Detective 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.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruin-Lurker Bat (W) Creature -- Bat Flying, lifelink At the beginning of your end step, if you descended this turn, scry 1. (You descended if a permanent card was put into your graveyard from anywhere.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saheeli's Lattice ①R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. Craft with one or more Dinosaurs {4}{R} ({4}{R}), Exile this artifact, Exile one or more Dinosaurs you control and/or Dinosaur cards from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] ----- BACK FACE ----- Mastercraft Raptor Artifact Creature -- Dinosaur Mastercraft Raptor's power is equal to the total power of the exiled cards used to craft it. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sibling Rivalry ③R Sorcery Gain control of target artifact or creature until end of turn. Untap it. It gains haste until end of turn. 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sigiled Sentinel ②W Creature -- Human Knight Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.) Vigilance [sideboard] 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Sling R Artifact Creature -- Equipment Monkey Equipped creature gets +1/+1. Whenever this creature or equipped creature becomes blocked, it deals 1 damage to defending player. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) [sideboard] 1 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Song of Stupefaction ①U Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) Fathomless descent -- Enchanted permanent gets -X/-0, where X is the number of permanent cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stern Lesson ②U Instant Draw two cards, then discard a card. 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stone Retrieval Unit ④ Artifact Creature -- Construct 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 PLAYbotbox.dev

Sugar Rush 1 B Instant Target creature gets +3/+0 until end of turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suspicious Detonation 4 R Sorcery This spell costs {3} less to cast if you've sacrificed an artifact this turn. This spell can't be countered. (This includes by the ward ability.) Suspicious Detonation deals 4 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tetsuko Umezawa, Fugitive 1 U Legendary Creature -- Human Rogue Creatures you control with power or toughness 1 or less can't be blocked. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/3
Thirst for Knowledge 2 U Instant Draw three cards. Then discard two cards unless you discard an artifact card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thran Power Suit 2 Artifact -- Equipment Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderhead Squadron 5 U Creature -- Human Knight 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.) Flying [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/4	Tomakul Honor Guard 1 G Creature -- Human Soldier Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/1

Playtest cards - Depraz, Jean-Emmanuel - 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 12/13 - 8 cards - 2.5 x 3.5 in each

Unlucky Drop 3U Instant Target artifact or creature's owner puts it on their choice of the top or bottom of their library. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unruly Catapult 2R Artifact Creature -- Construct Defender {T}: This creature deals 1 damage to each opponent. Whenever you cast an instant or sorcery spell, untap this creature. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vitu-Ghazi Inspector 1G Creature -- Elf 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.) Reach When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Webspinner Cuff 2G Artifact Creature -- Equipment Spider Reach Equipped creature gets +1/+4 and has reach. Reconfigure {4} ({4}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Zhalfirin Lancer 2W Creature -- Human Knight Whenever another Knight you control enters, this creature gets +1/+1 and gains vigilance until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev			