

Adaptive Gemguard 3W Artifact Creature -- Gnome Tap two untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Activate only as a sorcery. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alabaster Host Intercessor 5W 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	Archpriest of Shadows 3BB Creature -- Human Warlock Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.) Deathtouch Whenever this creature deals combat damage to a player or battle, return target creature card from your graveyard to the battlefield. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brute Suit 3 Artifact -- Vehicle Vigilance 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cooped Up 1W Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. {2}{W}: Exile enchanted creature. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Due Diligence 2W Enchantment -- Aura Enchant creature When this Aura enters, target creature you control other than enchanted creature gets +2/+2 and gains vigilance until end of turn. Enchanted creature gets +2/+2 and has vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firja, Judge of Valor 2WB Legendary Creature -- Angel Cleric Flying, lifelink Whenever you cast your second spell each turn, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitsune Ace 1W Creature -- Fox Pilot Whenever a Vehicle you control attacks, choose one -- * That Vehicle gains first strike until end of turn. * Untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krovod Haunch (W) Artifact -- Food Equipment Equipped creature gets +2/+0. {2}, {T}, Sacrifice this Equipment: You gain 3 life. When this Equipment is put into a graveyard from the battlefield, you may pay {1}{W}. If you do, create two 1/1 white Dog creature tokens. Equip {2} 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter, Sewer King (2)(B) 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 PLAY botbox.dev	Mothrider Patrol (W) Creature -- Fox Warrior Flying {3}{W}, {T}: Tap target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murder (1)(B)(B) Instant Destroy target creature. 1/1 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	Primordial Gnawer 4B Creature -- Insect Horror When this creature dies, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 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.) 5/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prison Sentence 2W Enchantment -- Aura Enchant creature When this Aura enters, scry 2. Enchanted creature can't attack or block, and its activated abilities can't be activated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this creature enters, target creature you control gets +2/+2 until end of turn.

2/2

① ⑧

Creatures your opponents control get -1/-1 until end of turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{B\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thousand Moons Infantry (2)(W)

Creature -- Human Soldier

Untap this creature during each other player's untap step.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraxodemon

Creature -- Demon

{3}, {T}, Sacrifice another creature or artifact: Draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Touch the Spirit Realm (2)(W)

Enchantment

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.

Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Eliminator (3)(B)(B)

Creature -- Gorgon Assassin

When this creature enters, you may sacrifice an artifact or creature. When you do, exile target creature an opponent controls.

3/3

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Virus Beetle

Artifact Creature -- Insect

When this creature enters, each opponent discards a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanderer's Intervention (1)(W)

Instant

Wanderer's Intervention deals 4 damage to target attacking or blocking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archive Dragon 4 U U Creature -- Dragon Wizard Flying Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this creature enters, scry 2. [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bespoke Battlegarb 1 R Artifact -- Equipment Equipped creature gets +2/+0. Celebration -- At the beginning of combat on your turn, if two or more nonland permanents entered the battlefield under your control this turn, attach this Equipment to up to one target creature you control. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Gorgon's Kiss B Enchantment -- Case When this Case enters, destroy up to one target creature that was dealt damage this turn. To solve -- Three or more creature cards were put into graveyards from anywhere this turn. (If unsolved, solve at the beginning of your end step.) Solved -- This Case is a 4/4 Gorgon creature with deathtouch and lifelink in addition to its other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cogwork Wrestler U Artifact Creature -- Gnome Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Coming In Hot R Instant Target creature gets +1/+0 and gains first strike until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cornered Crook 4 R Creature -- Lizard Warrior When this creature enters, you may sacrifice an artifact. When you do, this creature deals 3 damage to any target. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cradle Clearcutter 6 Artifact Creature -- Golem Prototype {2}{G} -- 1/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) {T}: Add an amount of {G} equal to this creature's power. [sideboard] 3/6 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

Daring Discovery 4 R Sorcery Up to three target creatures can't block this turn. Discover 4. (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	Didact Echo 4 U Creature -- Spirit Cleric When this creature enters, draw a card. Descend 4 -- This creature has flying as long as there are four or more permanent cards in your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dowsing Device 1 R Artifact Whenever this artifact or another artifact you control enters, up to one target creature you control gets +1/+0 and gains haste until end of turn. Then transform this artifact if you control four or more artifacts. [sideboard] BACK FACE Geode Grotto Land -- Cave (Transforms from Dowsing Device.) {T}: Add {R}. {2}{R}, {T}: Until end of turn, target creature gains haste and gets +X/+0, where X is the number of artifacts you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [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	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fungal Fortitude 1 B Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+0. When enchanted creature dies, return it to the battlefield tapped under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Lotus 5 Artifact {T}: Add three mana of any one color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnarlroot Pallbearer 4GG Creature -- Treefolk Druid Trample When this creature enters, target creature gets +X/+X until end of turn, where X is the number of creature cards in your graveyard. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Blast-Runner R Creature -- Goblin This creature gets +2/+0 and has menace as long as you sacrificed a permanent this turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goring Warplow 6 Artifact Creature -- Construct Prototype {1}{B} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Deathtouch [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Haywire Mite 1 Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Herbology Instructor 1G Creature -- Treefolk Druid When this creature enters, you gain 3 life. {6}{B/P}: Transform this creature. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.) [sideboard] 1/3 Malady Invoker Creature -- Phyrexian Treefolk When this creature transforms into Malady Invoker, target creature an opponent controls gets -0/-X until end of turn, where X is this creature's power. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Volcano Land -- Cave This land enters tapped. {T}: Add {R}. {4}{R}, {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	Hollow Scavenger 2G Creature -- Wolf {1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn. [sideboard] 3/2 Bakery Raid G Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invasion of Xerex (2)(W)(U) 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, return up to one target creature to its owner's hand. [sideboard] D 4 ----- BACK FACE ----- Vertex Paladin Creature -- Angel Knight Flying Vertex Paladin's power and toughness are each equal to the number of creatures you control. */* 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami of Industry (4)(R) Creature -- Spirit When this creature enters, return target artifact card with mana value 3 or less from your graveyard to the battlefield. It gains haste. Sacrifice it at the beginning of the next end step. [sideboard] */* 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami's Flare (1)(R) 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.) [sideboard] */* 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of Swirling Mist (X)(U) 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.) [sideboard] */* 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] 2/1 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oaken Siren (1)(U) Artifact Creature -- Siren Pirate Flying, vigilance {T}: Add {U}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Officious Interrogation (W)(U) Instant This spell costs {W}{U} more to cast for each target beyond the first. Choose any number of target players. Investigate X times, where X is the total number of creatures those players control. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omen Hawker U Creature -- Octopus Advisor {T}: Add {C}{U}. Spend this mana only to activate abilities. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Over the Top 5RR Sorcery Each player reveals a number of cards from the top of their library equal to the number of nonland permanents they control, puts all permanent cards they revealed this way onto the battlefield, and puts the rest into their graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pathfinding Axejaw 3G 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 PLAYbotbox.dev	Picnic Ruiner 1R Creature -- Goblin Rogue Whenever this creature attacks while you control a creature with power 4 or greater, this creature gains double strike until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev ADVENTURE Stolen Goodies 3G Sorcery -- Adventure Distribute three +1/+1 counters among any number of target creatures you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Portent Tracker 1G Creature -- Satyr Scout {T}: Untap target land. {T}: Choose target battle. If an opponent protects it, remove a defense counter from it. Otherwise, put a defense counter on it. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preening Champion 2U Creature -- Bird Knight Flying When this creature enters, create a 1/1 blue and red Elemental creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prophetic Prism 2 Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quick Study 2U Instant Draw two cards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rakish Scoundrel 2BG Creature -- Elf Rogue Deathtouch When this creature enters or is turned face up, target creature gains indestructible until end of turn. Disguise {4}{B/G}{B/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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ratcatcher Trainee 1R Creature -- Human Peasant During your turn, this creature has first strike. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reinforced Ronin R Artifact Creature -- Human Samurai Haste At the beginning of your end step, return this creature to its owner's hand. Channel -- {1}{R}, Discard this card: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riftburst Hellion 5RG Creature -- Hellion Reach Disguise {4}{R/G}{R/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.) [sideboard] 6/7 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] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saiba Cryptomancer 1U Creature -- Moonfolk Ninja Flash 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.) Hexproof [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanitation Automaton 2 Artifact Creature -- Construct When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Renewal 2G Instant Choose one or both -- * Return target creature card from your graveyard to your hand. * Return target enchantment card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - FonKydu11 - 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 11/13 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinshot Sniper (3)(R) Artifact Creature -- Goblin Archer Reach When this creature enters, it deals 2 damage to any target. Channel -- {1}{R}, Discard this card: It deals 2 damage to any target. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urn of Godfire (1) Artifact {2}: Add one mana of any color. {6}, {T}, Sacrifice this artifact: Destroy target creature or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	War-Trained Slasher (3)(R) Creature -- Wolverine Dinosaur Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature attacks a battle, double its power until end of turn. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteful Harvest (2)(G) Instant Mill five cards. You may put a permanent card from among the cards milled this way into your hand. (To mill a card, put the top card of your library into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Weakstone's Subjugation (U) Enchantment -- Aura Enchant artifact or creature When this Aura enters, you may pay {3}. If you do, tap enchanted permanent. Enchanted permanent doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yotian Tactician (2)(W)(U) Creature -- Human Soldier Other Soldiers you control get +1/+1. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zoyowa Lava-Tongue (B)(R) Legendary Creature -- Goblin Warlock Deathtouch At the beginning of your end step, if you descended this turn, each opponent may discard a card or sacrifice a permanent of their choice. Zoyowa deals 3 damage to each opponent who didn't. (You descended if a permanent card was put into your graveyard from anywhere.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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sheet 13/13 - 7 cards - 2.5 x 3.5 in each