

① ⑧

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Target creature gets -3/-3 until end of turn. If this spell was bargained, that creature gets -5/-5 until end of turn instead.

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⑥

Spells you control can't be countered.

At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 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.)

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①

This creature enters tapped.  
{2}{B}: Return this card from your graveyard to your hand.

**1/2**

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③ ④

Cut In deals 4 damage to target creature.  
Create a Young Hero 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 has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it.")

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① ② W

Deadly Riposte deals 3 damage to target tapped creature and you gain 2 life.

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1 B

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

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②③

Excavation Explosion deals 3 damage to any target. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.")

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4 B

Enchant creature  
Enchanted creature gets -4/-4.  
When enchanted creature dies,  
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.)

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① ② W

When this enchantment enters, create a 2/2 white Knight creature token with vigilance.

When this enchantment is put into a graveyard from the battlefield, scry 2.

{2}{W}: Sacrifice this enchantment.

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③ ④ W

When this creature enters, create a 2/2 white and blue Knight creature token with vigilance.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

This spell costs {2} less to cast if a creature card was put into your graveyard from anywhere this turn. Return up to two target creature cards from your graveyard to your hand.

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(X)(W)

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W B

Whenever Naomi enters or attacks, if you control an artifact and an enchantment, create a 2/2 white Samurai creature token with vigilance.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Reach  
{2}, {T}: Put target card from a  
graveyard on the bottom of its  
owner's library.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 2/13 - 8 cards - 2.5 x 3.5 in each

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div> <b>Powerstone Engineer</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Artificer         </div> <div>           When this creature dies, create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.")         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                             | <div> <b>Ray of Ruin</b> <div> <div>4</div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div>           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.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Scrapwork Rager</b> <div> <div>4</div> </div> </div> <div>           Artifact Creature -- Phyrexian Horror         </div> <div>           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.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Spellbook Vendor</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Peasant         </div> <div>           Vigilance<br/>           At the beginning of combat on your turn, you may pay {1}. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Spellscorn Coven</b> <div> <div>3</div> <div>B</div> </div> </div> <div>           Creature -- Faerie Warlock         </div> <div>           Flying<br/>           When this creature enters, each opponent discards a card.         </div> <div> <div>2/3</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Take It Back</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Instant -- Adventure         </div> <div>           Return target spell to its owner's hand. (Then exile this card. You may cast the creature later from exile.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div>           ({T}: Add {B}.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                         | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div>           ({T}: Add {B}.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                         | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div>           ({T}: Add {B}.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                     |

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| <div>Toxin Analysis</div> <div>Instant</div> <div>Target creature gains deathtouch and lifelink until end of turn. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Undercity Eliminator</div> <div>Creature -- Gorgon Assassin</div> <div>When this creature enters, you may sacrifice an artifact or creature. When you do, exile target creature an opponent controls.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vanquish the Weak</div> <div>Instant</div> <div>Destroy target creature with power 3 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Warleader's Call</div> <div>Enchantment</div> <div>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Acolyte of Aclazotz</b> (2)(B)<br>Creature -- Vampire Cleric<br>{T}, Sacrifice another creature or artifact: Each opponent loses 1 life and you gain 1 life.<br>[sideboard]<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Adaptive Automaton</b> (3)<br>Artifact Creature -- Construct<br>As this creature enters, choose a creature type.<br>This creature is the chosen type in addition to its other types.<br>Other creatures you control of the chosen type get +1/+1.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Aegar, the Freezing Flame</b> (1)(U)(R)<br>Legendary Creature -- Giant Wizard<br>Whenever a creature or planeswalker an opponent controls is dealt excess damage, if a Giant, Wizard, or spell you controlled dealt damage to it this turn, draw a card.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                   | <b>Ancestral Katana</b> (1)(W)<br>Artifact -- Equipment<br>Whenever a Samurai or Warrior you control attacks alone, you may pay {1}. When you do, attach this Equipment to it.<br>Equipped creature gets +2/+1.<br>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Argivian Avenger</b> (6)<br>Artifact Creature -- Shapeshifter<br>{1}: Until end of turn, this creature gets -1/-1 and gains your choice of flying, vigilance, deathtouch, or haste.<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Argothian Opportunist</b> (2)(G)<br>Creature -- Human Scout<br>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.")<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Armguard Familiar</b> (1)(U)<br>Artifact Creature -- Equipment Beast<br>Ward {2} (Whenever this permanent becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br>Equipped creature gets +2/+1 and has ward {2}.<br>Reconfigure {4} ({4}: Attach to target creature you control; or unattach from a creature.<br>Reconfigure only as a sorcery. While attached, this isn't a creature.)<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Armory Mice</b> (1)(W)<br>Creature -- Mouse<br>Celebration -- This creature gets +0/+2 as long as two or more nonland permanents entered the battlefield under your control this turn.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        |

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| <p><b>Azusa's Many Journeys</b> ①⑥</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/> I -- You may play an additional land this turn.<br/> II -- You gain 3 life.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <p>[sideboard]</p> <p>----- BACK FACE -----</p> <p><b>Likeness of the Seeker</b></p> <p>Enchantment Creature -- Human Monk</p> <p>Whenever this creature becomes blocked, untap up to three lands you control.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bearer of Memory</b> ②⑥</p> <p>Enchantment Creature -- Human Monk</p> <p>{5}{6}: Put a +1/+1 counter on target enchantment creature. It gains trample until end of turn.</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Born to Drive</b> ②④</p> <p>Enchantment -- Aura</p> <p>Enchant artifact or creature<br/> As long as enchanted permanent is a creature, it gets +1/+1 for each creature and/or Vehicle you control.<br/> Channel -- {2}{W}, Discard this card: Create two 1/1 colorless Pilot creature tokens with "This token crews Vehicles as though its power were 2 greater."</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Call a Surprise Witness</b> ①④</p> <p>Sorcery</p> <p>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Put a flying counter on it. It's a Spirit in addition to its other types.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Change the Equation</b> ①④</p> <p>Instant</p> <p>Choose one --<br/> * Counter target spell with mana value 2 or less.<br/> * Counter target red or green spell with mana value 6 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                     | <p><b>Curse of the Werefox</b> ②⑥</p> <p>Sorcery</p> <p>Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Defabricate</b> ①④</p> <p>Instant</p> <p>Choose one --<br/> * Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br/> * Counter target activated or triggered ability.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                 | <p><b>Demand Answers</b> ①④</p> <p>Instant</p> <p>As an additional cost to cast this spell, sacrifice an artifact or discard a card.<br/> Draw two cards.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                          |

② ③

Enchant creature  
When this Aura enters, tap enchanted creature.  
Enchanted creature doesn't untap during its controller's untap step.  
{U}{U}: Shuffle enchanted creature into its owner's library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Descend 4 -- As long as there are four or more permanent cards in your graveyard, this creature gets +1/+1 and has lifelink.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

- \* Creatures you control get +1/+1 until end of turn.
- \* Creatures you control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.)

[sideboard]

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① ②

Target creature gets +3/+3 and gains trample until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Reach  
{2}{R}, Sacrifice an artifact or land:  
Draw a card.

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[sidebar]
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4/3

- - - ADVENTURE - - -

①R

Create a Treasure token. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Whenever a creature you control attacks alone, it gains deathtouch and lifelink until end of turn. Put a dread counter on this enchantment. Then if there are three or more dread counters on it, transform it.

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[sideboard]
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- - - BACK FACE - - -

(Transforms from Grasping Shadows.)  
 {T}: Add {B}.  
 {B}, {T}, Remove a dread counter from  
 this land: You draw a card and you  
 lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Haste  
{3}{W/P}: Transform this creature.  
Activate only as a sorcery. ({W/P} can  
be paid with either {W} or 2 life.)

[sideboard]

2/3

- - - BACK FACE - - -

Flying, haste

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/13 - 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.

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| <div> <div>Hidden Volcano</div> <div>Land -- Cave</div> <div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>{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.)</p> <div>[sideboard]</div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                           | <div> <div>Imperial Recovery Unit</div> <div>Artifact -- Vehicle</div> <div> <p>Whenever this Vehicle attacks, return target creature or Vehicle card with mana value 2 or less from your graveyard to your hand. Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <div>[sideboard]</div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div>Inkrisse Infiltrator</div> <div>Creature -- Human Ninja</div> <div> <p>Flying<br/>{3}{B}: This creature gets +2/+2 until end of turn.</p> <div>[sideboard]</div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                              | <div> <div>Intangible Virtue</div> <div>Enchantment</div> <div> <p>Creature tokens you control get +1/+1 and have vigilance.</p> <div>[sideboard]</div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                                                                                                                                |
| <div> <div>Invasion of Moag</div> <div>Battle -- Siege</div> <div> <p>(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.)<br/>When this Siege enters, put a +1/+1 counter on each creature you control.</p> <div>[sideboard]</div> </div> <div> <div>D 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> <div> <div>Bloomwielder Dryads</div> <div>Creature -- Dryad</div> <div> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>At the beginning of your end step, put a +1/+1 counter on target creature you control.</p> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div>Itzquinth, Firstborn of Gishath</div> <div>Legendary Creature -- Dinosaur</div> <div> <p>Haste<br/>When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature.</p> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                                                                  | <div> <div>Jaded Analyst</div> <div>Creature -- Human Detective</div> <div> <p>Defender<br/>Whenever you draw your second card each turn, this creature loses defender and gains vigilance until end of turn.</p> <div>[sideboard]</div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div>Kutzil, Malamet Exemplar</div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>Your opponents can't cast spells during your turn.<br/>Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card.</p> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> |

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| <div> <div>Leaping Ambush</div> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>Target creature gets +1/+3 and gains reach until end of turn. Untap it.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                              | <div> <div>Mishra's Domination</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>As long as you control enchanted creature, it gets +2/+2. Otherwise, it can't block.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <div>Nervous Gardener</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Dryad</div> <div> <div>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.)</div> <div>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.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nurturing Bristleback</div> <div> <div>5</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>When this creature enters, create a 3/3 green Dinosaur creature token. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  |
| <div> <div>Oculus Whelp</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Creature -- Phyrexian Dragon</div> <div> <div>Flying</div> <div>As long as you control a transformed permanent, this creature has "When this creature dies, draw a card."</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Placid Rottentail</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Fungus Rabbit</div> <div> <div>Vigilance</div> <div>{2}{G}, Exile this card from your graveyard: Put two +1/+1 counters on target creature. Activate only as a sorcery.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Plundering Pirate</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Orc Pirate</div> <div> <div>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                             | <div> <div>Primordial Gnawer</div> <div> <div>4</div> <div>B</div> </div> </div> <div> <div>Creature -- Insect Horror</div> <div> <div>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.)</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>5/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Raer, Thomas - 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 10/13 - 8 cards - 2.5 x 3.5 in each

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| <div> Return to Action 1B </div> <div> Instant </div> <div> <p>Until end of turn, target creature gets +1/+0 and gains lifelink and "When this creature dies, return it to the battlefield tapped under its owner's control."</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Riftburst Hellion 5RG </div> <div> Creature -- Hellion </div> <div> <p>Reach<br/>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.)</p> </div> <div> [sideboard] </div> <div> 6/7 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Roc Hunter 1R </div> <div> Creature -- Human Soldier </div> <div> <p>Reach</p> </div> <div> [sideboard] </div> <div> 3/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                   | <div> Saiba Trespassers 4U </div> <div> Artifact Creature -- Moonfolk Rogue </div> <div> <p>Channel -- {3}{U}, Discard this card: Tap up to two target creatures you don't control. Those creatures don't untap during their controller's next untap step.</p> </div> <div> [sideboard] </div> <div> 3/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                           |
| <div> Scrapyard Steelbreaker 3R </div> <div> Artifact Creature -- Human Warrior </div> <div> <p>{1}, Sacrifice another artifact: This creature gets +2/+1 until end of turn.</p> </div> <div> [sideboard] </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                 | <div> Seed of Hope G </div> <div> Instant </div> <div> <p>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>        | <div> Sleight of Hand U </div> <div> Sorcery </div> <div> <p>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Solitary Sanctuary 2W </div> <div> Enchantment </div> <div> <p>When this enchantment enters, 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.)<br/>Whenever you tap an untapped creature an opponent controls, put a +1/+1 counter on target creature you control.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Storm the Seedcore</b> ②⑥⑥<br><hr/> Sorcery<br><hr/> Distribute four +1/+1 counters among up to four target creatures you control. Creatures you control gain vigilance and trample until end of turn.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <b>Suit Up</b> ②①<br><hr/> Instant<br><hr/> Until end of turn, target creature or Vehicle becomes an artifact creature with base power and toughness 4/5.<br>Draw a card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Surveillance Monitor</b> ③①<br><hr/> Creature -- Vedalken Detective<br><hr/> When this creature enters, you may collect evidence 4. (Exile cards with total mana value 4 or greater from your graveyard.)<br>Whenever you collect evidence, create a 1/1 colorless Thopter artifact creature token with flying.<br><br>[sideboard] <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <b>Swiftwater Cliffs</b><br><hr/> Land<br><hr/> This land enters tapped.<br>When this land enters, you gain 1 life.<br>{T}: Add {U} or {R}.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Tamiyo's Completion</b> ③①<br><hr/> Enchantment -- Aura<br><hr/> Flash<br>Enchant artifact, creature, or planeswalker<br>When this Aura enters, tap enchanted permanent. If it's an Equipment, unattach it.<br>Enchanted permanent loses all abilities and doesn't untap during its controller's untap step.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Tectonic Hazard</b> ①<br><hr/> Sorcery<br><hr/> Tectonic Hazard deals 1 damage to each opponent and each creature they control.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <b>The Stone Brain</b> ②<br><hr/> Legendary Artifact<br><hr/> {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Third Path Savant</b> ②①<br><hr/> Creature -- Human Wizard<br><hr/> {7}: Draw two cards.<br><br>[sideboard] <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |

Playtest cards - Raer, Thomas - Limited (Boa Qualifier #4 (Chaos Sealed))

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Thran Vigil</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever one or more artifact and/or creature cards leave your graveyard during your turn, put a +1/+1 counter on target creature you control. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Three Bowls of Porridge</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> {2}, {T}: Choose one that hasn't been chosen -- * This artifact deals 2 damage to target creature. * Tap target creature. * Sacrifice this artifact. You gain 3 life. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           | <div> <div>Trailblazing Historian</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> Haste {T}: Another target creature gains haste until end of turn. </div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                              | <div> <div>Tribute to the World Tree</div> <div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Water Wings</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Until end of turn, target creature you control has base power and toughness 4/4 and gains flying and hexproof. (It can't be the target of spells or abilities your opponents control.) </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Waylaying Pirates</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Pirate</div> <div> When this creature enters, if you control an artifact, tap target artifact or 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.) </div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Zoyowa Lava-Tongue</div> <div> <div>B</div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Goblin Warlock</div> <div> 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.) </div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |                                                                                                                                                                                                                                                                                                                                                                                                |

Playtest cards - Raer, Thomas - Limited (Boa Qualifier #4 (Chaos Sealed))

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