

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③④

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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	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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Powerstone Engineer 1 W Creature -- Human Artificer 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.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ray of Ruin 4 B 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapwork Rager 4 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 PLAY botbox.dev	Spellbook Vendor 1 W Creature -- Human Peasant Vigilance 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.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spellscorn Coven 3 B Creature -- Faerie Warlock Flying When this creature enters, each opponent discards a card. 2/3 ----- ADVENTURE ----- Take It Back 2 U Instant -- Adventure Return target spell to its owner's hand. (Then exile this card. You may cast the creature later from exile.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Toxin Analysis Instant 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Eliminator 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanquish the Weak Instant Destroy target creature with power 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warleader's Call Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Azusa's Many Journeys 16 Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- You may play an additional land this turn. II -- You gain 3 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] BACK FACE Likeness of the Seeker Enchantment Creature -- Human Monk Whenever this creature becomes blocked, untap up to three lands you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bearer of Memory 26 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	Born to Drive 2W Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets +1/+1 for each creature and/or Vehicle you control. 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." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call a Surprise Witness 1W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Change the Equation 1U Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curse of the Werefox 26 Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defabricate 1U Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demand Answers 1R 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

Dramatic Accusation 2U Enchantment -- Aura 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	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echo of Dusk 1B Creature -- Vampire Spirit Descend 4 -- As long as there are four or more permanent cards in your graveyard, this creature gets +1/+1 and has lifelink. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Family Reunion 1W Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fanatical Strength 1G Instant Target creature gets +3/+3 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grabby Giant 3R Creature -- Giant Reach {2}{R}, Sacrifice an artifact or land: Draw a card. [sideboard] 4/3 -- -- ADVENTURE -- -- That's Mine 1R Instant -- Adventure Create a Treasure token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasping Shadows 3B Enchantment 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. [sideboard] -- -- BACK FACE -- -- Shadows' Lair Land -- Cave (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	Harried Artisan 2R Creature -- Human Artificer 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 -- -- Phyrexian Skyflyer Creature -- Phyrexian Artificer Flying, haste 3/4 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	Imperial Recovery Unit Artifact -- Vehicle 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.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inkrisse Infiltrator Creature -- Human Ninja Flying {3}{B}: This creature gets +2/+2 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intangible Virtue Enchantment Creature tokens you control get +1/+1 and have vigilance. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Invasion of Moag 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, put a +1/+1 counter on each creature you control. [sideboard] D 5 ----- BACK FACE Bloomwielder Dryads Creature -- Dryad Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) At the beginning of your end step, put a +1/+1 counter on target creature you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Itzquinth, Firstborn of Gishath Legendary Creature -- Dinosaur Haste When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaded Analyst Creature -- Human Detective Defender Whenever you draw your second card each turn, this creature loses defender and gains vigilance until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil, Malamet Exemplar Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leaping Ambush G Instant Target creature gets +1/+3 and gains reach until end of turn. Untap it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Domination 1 R Enchantment -- Aura Enchant creature As long as you control enchanted creature, it gets +2/+2. Otherwise, it can't block. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nervous Gardener 1 G 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	Nurturing Bristleback 5 G G Creature -- Dinosaur 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.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oculus Whelp 3 U Creature -- Phyrexian Dragon Flying As long as you control a transformed permanent, this creature has "When this creature dies, draw a card." [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Placid Rottentail G Creature -- Fungus Rabbit Vigilance {2}{G}, Exile this card from your graveyard: Put two +1/+1 counters on target creature. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plundering Pirate 2 R 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primordial Gnawer 4 B 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.) [sideboard] 5/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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;

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

Return to Action 1B Instant 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." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Roc Hunter 1R Creature -- Human Soldier Reach [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saiba Trespassers 4U Artifact Creature -- Moonfolk Rogue 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. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scrapyard Steelbreaker 3R Artifact Creature -- Human Warrior {1}, Sacrifice another artifact: This creature gets +2/+1 until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seed of Hope G Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sleight of Hand U Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitary Sanctuary 2W Enchantment 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.) Whenever you tap an untapped creature an opponent controls, put a +1/+1 counter on target creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Thran Vigil 1 B Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Bowls of Porridge 2 Artifact -- Food {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trailblazing Historian 1 R Creature -- Human Shaman Haste {T}: Another target creature gains haste until end of turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tribute to the World Tree G G G Enchantment Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Water Wings 1 U Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waylaying Pirates 3 U Creature -- Human Pirate 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.) [sideboard] 3/3 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	

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

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