

Ashnod, Flesh Mechanist (B) Legendary Creature -- Human Artificer Deathtouch Whenever Ashnod attacks, you may sacrifice another creature. If you do, create a tapped Powerstone token. {5}, Exile a creature card from your graveyard: Create a tapped 3/3 colorless Zombie artifact creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Attentive Sunscribe (1)(W) Artifact Creature -- Gnome Whenever this creature becomes tapped, 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	Born to Drive (2)(W) 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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breach the Multiverse (5)(B)(B) Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Consuming Aetherborn (3)(B) Creature -- Aetherborn Vampire 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.) Lifelink 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Derision (2)(B)(B) Instant Destroy target creature or planeswalker. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo Uprising (X)(R)(W) Sorcery Create X 2/2 white Samurai creature tokens with vigilance. They gain menace and haste until end of turn. Each opponent creates X minus one 2/2 white Samurai creature tokens with vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Escape Tunnel Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Soldier

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Zombie Knight

3/3

Sorcery -- Adventure

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment -- Aura

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battle -- Siege

D 5

Creature -- Angel

4/4

Creature -- Spirit

3/4

Creature -- Human Scout

1/1

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Mephitic Draught 1B Artifact When this artifact enters or is put into a graveyard from the battlefield, you draw a card and you lose 1 life. 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	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 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	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	Powerstone Fracture1B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prison Sentence2W 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
Song of TotentanzXR Sorcery Create X 1/1 black Rat creature tokens with "This token can't block." Creatures you control gain haste until end of turn. 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

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Tocasia's Onulet5 Artifact Creature -- Construct When this creature leaves the battlefield, you gain 2 life. Unearth {3}{W} ({3}{W}: 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unassuming Sage1W Creature -- Human Peasant Wizard When this creature enters, you may pay {2}. If you do, create a Sorcerer Role token attached to it. (Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstable Glyphbridge3WW Artifact When this artifact enters, if you cast it, for each player, choose a creature with power 2 or less that player controls. Then destroy all creatures except creatures chosen this way. Craft with artifact {3}{W}{W} ({3}{W}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) ----- BACK FACE ----- Sandswirl Wanderglyph Artifact Creature -- Golem Flying Whenever an opponent casts a spell during their turn, they can't attack you or planeswalkers you control this turn. Each opponent who attacked you or a planeswalker you control this turn can't cast spells. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wicked Visitor1B Creature -- Nightmare Whenever an enchantment you control is put into a graveyard from the battlefield, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Assimilate Essence (1)(U) Instant Counter target creature or battle spell unless its controller pays {4}. If they do, you 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Bite Down on Crime (3)(G) Sorcery As an additional cost to cast this spell, you may collect evidence 6. This spell costs {2} less to cast if evidence was collected. (To collect evidence 6, exile cards with total mana value 6 or greater from your graveyard.) Target creature you control gets +2/+0 until end of turn. It deals damage equal to its power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonded Herdbeast (4)(G) Creature -- Beast {4}{R/P}: Transform this creature. Activate only as a sorcery. ({R/P} can be paid with either {R} or 2 life.) [sideboard] 4/5 ----- BACK FACE ----- Plated Kilnbeast Creature -- Phyrexian Beast Menace (This creature can't be blocked except by two or more creatures.) 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canonized in Blood (1)(B) Enchantment At the beginning of your end step, if you descended this turn, put a +1/+1 counter on target creature you control. (You descended if a permanent card was put into your graveyard from anywhere.) {5}{B}{B}, Sacrifice this enchantment: Create a 4/3 white and black Vampire Demon creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Uneaten Feast (W) Enchantment -- Case Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chancellor of Tales 3U Creature -- Faerie Advisor Flying Whenever you cast an Adventure spell, you may copy it. You may choose new targets for the copy. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Child of the Volcano 3R Creature -- Elemental Trample At the beginning of your end step, if you descended this turn, put a +1/+1 counter on this creature. (You descended if a permanent card was put into your graveyard from anywhere.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copper Host Crusher 6GG Creature -- Phyrexian Bear Rhino Trample Hexproof (This creature can't be the target of spells or abilities your opponents control.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupted Conviction B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cosmic Hunger 1G Instant Target creature you control deals damage equal to its power to another target creature, planeswalker, or battle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curate 1U Instant 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.) Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Short 2W Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Destroy target planeswalker that was activated this turn or tapped creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Debt to the Kami 2B Instant Choose one -- * Target opponent exiles a creature they control. * Target opponent exiles an enchantment they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Due Diligence 2 W 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fallaji Chaindancer 3 R Creature -- Human Soldier {2}: This creature gains double strike until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fang of Shigeki G Enchantment Creature -- Snake Ninja Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Emancipation 3 R R R Enchantment If a source you control would deal damage to a permanent or player, it deals triple that damage to that permanent or player instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forensic Researcher 2 U Creature -- Merfolk Detective {T}: Untap another target permanent you control. {T}, Collect evidence 3: Tap target creature you don't control. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardians of Oboro 2 U Creature -- Moonfolk Samurai Defender Modified creatures you control can attack as though they didn't have defender. (Equipment, Auras you control, and counters are modifications.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Idol of the Deep King 2 R Artifact Flash When this artifact enters, it deals 2 damage to any target. Craft with artifact {2}{R} ({2}{R}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] ----- BACK FACE Sovereign's Macuahuitl Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jukai Trainee 1G Creature -- Human Samurai Whenever this creature blocks or becomes blocked, it gets +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kraul Whipcracker BG Creature -- Insect Assassin Reach When this creature enters, destroy target token an opponent controls. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liquimetal Coating 2 Artifact {T}: Target permanent becomes an artifact in addition to its other types until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Lectern 1U Artifact Creature -- Construct {1}, Sacrifice this creature: Draw a card. Create a Sorcerer Role token attached to up to one other target creature you control. Activate only as a sorcery. (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.") [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lost in the Maze XUU Enchantment Flash When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malamet Scythe 2G Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+2. Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malamet Veteran 4G Creature -- Cat Warrior Trample Descend 4 -- Whenever this creature attacks, if there are four or more permanent cards in your graveyard, put a +1/+1 counter on target creature. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marauding Brinefang 5UU Creature -- Dinosaur Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) [sideboard] 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mightstone's Animation (3)(U) Enchantment -- Aura Enchant artifact When this Aura enters, draw a card. Enchanted artifact is a creature with base power and toughness 4/4 in addition to its other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Onslaught (3)(R) Instant Choose one -- * Create two 1/1 colorless Soldier artifact creature tokens. * Creatures you control get +2/+0 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mnemonic Sphere (1)(U) Artifact {1}{U}, Sacrifice this artifact: Draw two cards. Channel -- {U}, Discard this card: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ninja's Kunai (1) Artifact -- Equipment Equipped creature has "{1}, {T}, Sacrifice Ninja's Kunai: Ninja's Kunai deals 3 damage to any target." Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Offender at Large (4)(R) Creature -- Giant Rogue Disguise {4}{R} (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 enters or is turned face up, up to one target creature gets +2/+0 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orochi Merge-Keeper (1)(G) Creature -- Snake Druid {T}: Add {G}. As long as this creature is modified, it has "{T}: Add {G}{G}." (Equipment, Auras you control, and counters are modifications.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Out Cold (3)(U) Instant This spell can't be countered. (This includes by the ward ability.) Tap up to two target creatures and put a stun counter on each of them. Investigate. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Gargantua (4)(B)(B) Creature -- Phyrexian Horror When this creature enters, you draw two cards and you lose 2 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Projektor Inspector 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	Pyrrhic Blast Instant As an additional cost to cast this spell, sacrifice a creature. Pyrrhic Blast deals damage equal to the sacrificed creature's power to any target. Draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radha, Coalition Warlord Legendary Creature -- Elf Warrior Domain -- Whenever Radha becomes tapped, another target creature you control gets +X/+X until end of turn, where X is the number of basic land types among lands you control. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Recommission Sorcery Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Return from the Wilds Sorcery Choose two -- * Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. * Create a 1/1 white Human creature token. * Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of Days Creature -- Human Wizard When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Reflection Sorcery Create a token that's a copy of target creature you control. Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Farriol, Gabriel - 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

Silver-Fur Master U B Creature -- Rat Ninja Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Ninjutsu abilities you activate cost {1} less to activate. Other Ninja and Rogue creatures you control get +1/+1. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunshot Militia 1 R Creature -- Human Soldier Tap two untapped artifacts and/or creatures you control: This creature deals 1 damage to each opponent. Activate only as a sorcery. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tales of Master Seshiro 4 G Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Put a +1/+1 counter on target creature or Vehicle you control. It gains vigilance until end of turn. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- BACK FACE ----- Seshiro's Living Legacy Enchantment Creature -- Snake Warrior Vigilance, haste 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Territorial Witchstalker 1 G Creature -- Wolf Defender At the beginning of combat on your turn, if you control a creature with power 4 or greater, this creature gets +1/+0 until end of turn and can attack this turn as though it didn't have defender. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thopter Mechanic 1 U Creature -- Human Artificer Whenever you draw your second card each turn, put a +1/+1 counter on this creature. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Toxin Analysis B 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Two-Headed Hunter 4 R Creature -- Giant Menace (This creature can't be blocked except by two or more creatures.) [sideboard] 5/4 ----- ADVENTURE ----- Twice the Rage 1 R Instant -- Adventure Target creature gains double strike until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unstoppable Ogre 2R Artifact Creature -- Ogre Warrior When this creature enters, target creature can't block this turn. [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 1G Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeant Earth 1G Instant Target creature or land you control becomes a 4/4 Elemental creature with haste in addition to its other types until end of turn. It must be blocked this turn if able. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War-Trained Slasher 3R 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 PLAYbotbox.dev
Waterwind Scout 2U Creature -- Merfolk Scout Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Water Wings 1U 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 PLAYbotbox.dev		