

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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benthic Criminologists ④① Creature -- Merfolk Wizard Whenever this creature enters or attacks, you may sacrifice an artifact. If you do, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boundary Lands Ranger ①① Creature -- Human Ranger At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may discard a card. If you do, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Blademaster ②① Creature -- Orc Pirate Whenever this creature attacks while you control two or more artifacts, it gets +2/+1 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Captain Storm, Cosmium Raider ①① Legendary Creature -- Human Pirate Whenever an artifact you control enters, put a +1/+1 counter on target Pirate you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coastal Bulwark ② Artifact Creature -- Wall Defender This creature gets +2/+0 as long as you control an Island. {2}, {T}: Surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disturbing Conversion ①① Enchantment -- Aura Flash Enchant creature When this Aura enters, each player mills two cards. Enchanted creature gets -X/-0, where X is the number of cards in its controller's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extraordinary Journey ①①①① Enchantment When this enchantment enters, exile up to X target creatures. For each of those cards, its owner may play it for as long as it remains exiled. Whenever one or more nontoken creatures enter, if one or more of them entered from exile or was cast from exile, you draw a card. This ability triggers only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Galvanize deals 3 damage to target creature. If you've drawn two or more cards this turn, Galvanize deals 5 damage to that creature instead.

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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami's Flare1R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Koilos Roc4U Creature -- Bird Flash Flying 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Malcolm, Alluring Scoundrel1U Legendary Creature -- Siren Pirate Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Truth1U Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Order of the Mirror ①U Creature -- Human Knight {3}{W/P}: Transform this creature. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.) 2/1 ----- - - - BACK FACE - - - Order of the Alabaster Host Creature -- Phyrexian Knight Whenever this creature becomes blocked by a creature, the blocking creature gets -1/-1 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pirate Hat ①U Artifact -- Equipment Equipped creature gets +1/+1 and has "Whenever this creature attacks, draw a card, then discard a card." Equip Pirate {1} Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plundering Pirate ②R Creature -- Orc Pirate When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystrike Officer ②U Creature -- Human Soldier Flying Whenever this creature attacks, create a 1/1 colorless Soldier artifact creature token. Tap three untapped Soldiers you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spell Stutter ①U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Once and Future ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from blue and from black. Whenever equipped creature deals combat damage to a player, surveil 2. Then you may cast an instant or sorcery spell with mana value 2 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. Equip {2} 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Towashi Songshaper ①R Artifact Creature -- Human Artificer Whenever another artifact you control enters, this creature gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voltage Surge R Instant As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adaptive Gemguard 3 W 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anzrag, the Quake-Mole 2 R G Legendary Creature -- Mole God Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase. {3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able. [sideboard] 8/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Argothian Sprite 1 G Creature -- Faerie This creature can't be blocked by artifact creatures. {7}: Put two +1/+1 counters on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basilica Stalker 5 B Creature -- Vampire Detective Flying Whenever this creature deals combat damage to a player, you gain 1 life and surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Disguise {4}{B} (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] 3/4 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	Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. [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	Branch of Vitu-Ghazi Land {T}: Add {C}. Disguise {3} (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 land is turned face up, add two mana of any one color. Until end of turn, you don't lose this mana as steps and phases end. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bronze Cudgels ① Artifact -- Equipment {2}: Until end of turn, equipped creature gets +X/+0, where X is the number of times this ability has resolved this turn. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] 4/3 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.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning Sun Cavalry ①R Creature -- Human Knight Whenever this creature attacks or blocks while you control a Dinosaur, this creature gets +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Candy Grapple ①B Instant 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Canonized in Blood ①B 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Careful Cultivation ②G Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets +1/+3 and has reach and "{T}: Add {G}{G}." Channel -- {1}{G}, Discard this card: Create a 1/1 green Human Monk creature token with "{T}: Add {G}." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cerebral Confiscation ②B Sorcery Choose one -- * Target opponent discards two cards. * Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Combat Thresher ⑦ Artifact Creature -- Construct Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Double strike When this creature enters, draw a card. [sideboard] 3/3 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]	Corrupted Conviction (B) Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. [sideboard]	Culvert Ambusher (3)(G)(G) Creature -- Wurm Horror When this creature enters or is turned face up, target creature blocks this turn if able. Disguise {4}{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]	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. [sideboard]
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Dragon Mantle (R) Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature has "{R}: This creature gets +1/+0 until end of turn." [sideboard]	Dredging Claw (2) Artifact -- Equipment Equipped creature gets +1/+0 and has menace. (It can't be blocked except by two or more creatures.) Whenever a creature enters from your graveyard, you may attach this Equipment to it. Equip {1}{B} ({1}{B}: Attach to target creature you control. Equip only as a sorcery.) [sideboard]	Faerie Snoop (1)(U)(B) Creature -- Faerie Detective Flying Disguise {1}{U/B}{U/B} (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, look at the top two cards of your library. Put one into your hand and the other into your graveyard. [sideboard]	Golden-Scale Aeronaut (4)(W) Creature -- Dwarf Pilot Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.) Flying [sideboard]
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Graceful Takedown (1)(G) Sorcery Any number of target enchanted creatures you control and up to one other target creature you control each deal damage equal to their power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grand Ball Guest (1)(R) Creature -- Human Peasant Celebration -- This creature gets +1/+1 and has trample as long as two or more nonland permanents entered the battlefield under your control this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Griffnaut Tracker (3)(W) Creature -- Human Detective Flying When this creature enters, exile up to two target cards from a single graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harried Spearguard (R) Creature -- Human Soldier Haste When this creature dies, create a 1/1 black Rat creature token with "This token can't block." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hidden Nursery Land -- Cave This land enters tapped. {T}: Add {G}. {4}{G}, {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	Hunter's Blowgun (1) Artifact -- Equipment Equipped creature gets +1/+1. Equipped creature has deathtouch during your turn. Otherwise, it has reach. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Muraganda (4)(G) 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 target creature you control. Then that creature fights up to one target creature you don't control. [sideboard] D 6 ----- BACK FACE ----- Primordial Plasm Creature -- Ooze At the beginning of combat on your turn, another target creature gets +2/+2 and loses all abilities until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invigorating Hot Spring (1)(R)(G) Enchantment This enchantment enters with four +1/+1 counters on it. Modified creatures you control have haste. (Equipment, Auras you control, and counters are modifications.) Remove a +1/+1 counter from this enchantment: Put a +1/+1 counter on target creature you control. Activate only as a sorcery and only once each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Juri, Master of the Revue (B)(R) Legendary Creature -- Human Shaman Whenever you sacrifice a permanent, put a +1/+1 counter on Juri. When Juri dies, it deals damage equal to its power to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kyodai, Soul of Kamigawa (3)(W) Legendary Creature -- Dragon Spirit Flash Flying When Kyodai enters, another target permanent gains indestructible for as long as you control Kyodai. {W}{U}{B}{R}{G}: Kyodai gets +5/+5 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Levitating Statue (2) Artifact Flying Whenever you cast a noncreature spell, put a +1/+1 counter on this artifact. {2}: This artifact becomes a 1/1 Construct artifact creature until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Make Your Move (2)(W) Instant Destroy target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Might of the Ancestors (2)(W) Enchantment At the beginning of combat on your turn, target creature you control gets +2/+0 and gains vigilance until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutagen Connoisseur (1)(G)(U) Creature -- Vedalken Mutant Flying, vigilance This creature gets +1/+0 for each transformed permanent you control. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	No More Lies (W)(U) Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Oltec Archaeologists 4 W Creature -- Human Artificer Scout When this creature enters, choose one -- * Return target artifact card from your graveyard to your hand. * Scry 3. (Look at the top three cards of your library, then put any number of them on the bottom and the rest on top in any order.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overwhelming Remorse 4 B Instant This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prison Sentence 2 W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Protective Parents 2 W Creature -- Human Peasant When this creature dies, 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.") [sideboard] 3/2 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner's Bargain 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Shakedown 2 B Sorcery Target opponent reveals their hand. You may choose a nonland card from it. If you do, that player discards that card. If you don't, put two +1/+1 counters on a creature or Vehicle you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reito Sentinel 3 Artifact Creature -- Construct Defender When this creature enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) {3}: Put target card from a graveyard on the bottom of its owner's library. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repel the Vile (3)(W) Instant Choose one -- * Exile target creature with power 4 or greater. * Exile target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Treatment (6) Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Searing Barb (2)(R) Sorcery Searing Barb deals 2 damage to any target. If it's a creature, it can't block this turn. Incubate 1. (Create an Incubator token with a +1/+1 counter on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Assembler (5) Artifact Creature -- Assembly-Worker When this creature enters, you may search your library for an Assembly-Worker creature card, reveal it, put it into your hand, then shuffle. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skybeast Tracker (3)(G) Creature -- Giant Archer Reach Whenever you cast a spell with mana value 5 or greater, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slumbering Keepguard (W) Creature -- Human Knight Whenever an enchantment you control enters, scry 1. {2}{W}: This creature gets +1/+1 until end of turn for each enchantment you control. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Food 2G Sorcery Destroy up to one target artifact, enchantment, or creature with flying. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sweettooth Witch 2B Creature -- Human Warlock When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}, Sacrifice a Food: Target player loses 2 life. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tales of Master Seshiro 4G 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 PLAY botbox.dev	Tawnos's Tinkering 3G Instant Put two +1/+1 counters on target artifact, creature, or land you control. Untap that permanent. If it isn't a creature, it becomes a 0/0 creature in addition to its other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tithing Blade 1B Artifact When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] ----- BACK FACE ----- Consuming Sepulcher Artifact At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tomakul Scrapsmith 2R Creature -- Human Artificer When this creature enters, mill three cards. You may put an artifact card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Zhalfirin Lancer 2W Creature -- Human Knight Whenever another Knight you control enters, this creature gets +1/+1 and gains vigilance until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev