

Behold the Unspeakable (3)(U)(U) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Creatures you don't control get -2/-0 until your next turn. II -- If you have one or fewer cards in hand, draw four cards. Otherwise, scry 2, then draw two cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Vision of the Unspeakable Enchantment Creature -- Spirit Flying, trample This creature gets +1/+1 for each card in your hand. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) 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 PLAY botbox.dev	Circuit Mender (3) Artifact Creature -- Insect When this creature enters, you gain 2 life. When this creature leaves the battlefield, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coerced to Kill (3)(U)(B) Enchantment -- Aura Enchant creature You control enchanted creature. Enchanted creature has base power and toughness 1/1, has deathtouch, and is an Assassin in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cradle Clearcutter (6) Artifact Creature -- Golem Prototype {2}{G} -- 1/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) {T}: Add an amount of {G} equal to this creature's power. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doppelgang (X)(X)(X)(G)(U) Sorcery For each of X target permanents, create X tokens that are copies of that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Greater Tanuki Enchantment Creature -- Dog Trample Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Necropolis Land -- Cave This land enters tapped. {T}: Add {B}. {4}{B}, {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Huatli's Final Strike Instant Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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	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
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5

Whenever an opponent draws a card,
you may pay {1}. If you do, draw a
card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
When this creature enters, tap
target permanent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Whenever you cast an instant spell from your hand, it gains rebound. (Exile it as it resolves. At the beginning of your next upkeep, you may cast it from exile without paying its mana cost.) When Ojer Pakpatiq dies, return it to the battlefield tapped and transformed under its owner's control with three time counters on it.

4/3

- - - BACK FACE - - -

Land

(Transforms from Ojer Pakpatiq,
Deepest Epoch.)
{T}: Add {U}. Remove a time counter
from this land.
{2}{U}, {T}: Transform this land.
Activate only if it has no time
counters on it and only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

When this creature enters or dies,
choose one --

- * Draw a card, then discard a card.
- * Shuffle up to four target cards
with mana value 3 or greater from
your graveyard into your library.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this creature leaves the battlefield, you may pay {2}. If you do, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)
Menace, lifelink
Ward--Pay life equal to this creature's power.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: Untap target land.
{T}: Choose target battle. If an opponent protects it, remove a defense counter from it. Otherwise, put a defense counter on it.
Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, create a Royal Role token attached to another target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)

2/3

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	Stern Lesson 2 U Instant Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping 6 Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vantress Transmuter 3 U Creature -- Human Wizard 3/4 ----- ADVENTURE Croaking Curse 1 U Sorcery -- Adventure Tap target creature. Create a Cursed Role token attached to it. (Enchanted creature is 1/1.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vitu-Ghazi Inspector 1 6 Creature -- Elf Detective As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Reach When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wing Commando 2 U Creature -- Human Soldier Flying Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aeronaut's Wings 2 Artifact -- Equipment Equipped creature gets +1/+0 and has flying. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airlift Chaplain 2W Creature -- Human Cleric Flying When this creature enters, mill three cards. You may put a Plains card or a creature card with mana value 3 or less 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestors' Aid 1R Instant Target creature gets +2/+0 and gains first strike until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anchor to Reality 2UU Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Search your library for an Equipment or Vehicle card, put that card onto the battlefield, then shuffle. If it has mana value less than the sacrificed permanent's mana value, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ash, Party Crasher RW Legendary Creature -- Human Peasant Haste Celebration -- Whenever Ash attacks, if two or more nonland permanents entered the battlefield under your control this turn, put a +1/+1 counter on Ash. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beamtown Beatstick R Artifact -- Equipment Equipped creature gets +1/+0 and has menace. (It can't be blocked except by two or more creatures.) Whenever equipped creature deals combat damage to a player or battle, create a Treasure token. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blanchwood Armor 2G Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Forest you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blossoming Tortoise 2GG Creature -- Turtle Whenever this creature enters or attacks, mill three cards, then return a land card from your graveyard to the battlefield tapped. Activated abilities of lands you control cost {1} less to activate. Land creatures you control get +1/+1. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brazen Blademaster 2R Creature -- Orc Pirate Whenever this creature attacks while you control two or more artifacts, it gets +2/+1 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burden of Proof 1U Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+2 as long as it's a Detective you control. Otherwise, it has base power and toughness 1/1 and can't block Detectives. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conceited Witch 2B Creature -- Human Warlock Menace (This creature can't be blocked except by two or more creatures.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Price of Beauty B Sorcery -- Adventure Create a Wicked Role token attached to target creature you control. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauntless Dismantler 1W Creature -- Human Artificer Artifacts your opponents control enter tapped. {X}{X}{W}, Sacrifice this creature: Destroy each artifact with mana value X. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Diamond Pick-Axe R Artifact -- Equipment Indestructible (Effects that say "destroy" don't destroy this Equipment.) Equipped creature gets +1/+1 and has "Whenever this creature attacks, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonfly Suit 2W Artifact -- Vehicle Flying 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Gnawing Crescendo 2R Instant Creatures you control get +2/+0 until end of turn. Whenever a nontoken creature you control dies this turn, create a 1/1 black Rat creature token with "This token can't block." [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Maskmaker R Creature -- Goblin Citizen Whenever this creature attacks, face-down spells you cast this turn cost {1} less to cast. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go-Shintai of Lost Wisdom 1U Legendary Enchantment Creature -- Shrine Flying At the beginning of your end step, you may pay {1}. When you do, target player mills X cards, where X is the number of Shrines you control. (To mill a card, a player puts the top card of their library into their graveyard.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Halo-Charged Skaab 4U Creature -- Zombie When this creature enters, each player mills two cards. Then you may put an instant, sorcery, or battle card from your graveyard on top of your library. (To mill two cards, a player puts the top two cards of their library into their graveyard.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ichor Drinker B Creature -- Phyrexian Vampire Lifelink {B}, Exile this card from your graveyard: Incubate 2. Activate only as a sorcery. (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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocent Bystander 1R Creature -- Goblin Citizen Whenever this creature is dealt 3 or more damage, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Gobakhan 1W 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, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] D 3 ----- BACK FACE ----- Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Judith, the Scourge Diva1BR Legendary Creature -- Human Shaman Other creatures you control get +1/+0. Whenever a nontoken creature you control dies, Judith deals 1 damage to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaslem's Stonetree2G Artifact When this artifact enters, look at the top six cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom in a random order. Craft with Cave {5}{6} ({5}{6}, Exile this artifact, Exile a Cave you control or a Cave card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] ----- BACK FACE ----- Kaslem's Strider Artifact Creature -- Golem 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kill-Zone Acrobat2B Creature -- Human Soldier Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gains flying until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kindled HeroismR Instant Target creature gets +1/+0 and gains first strike until end of turn. Scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lat-Nam Adept3U Creature -- Human Wizard Whenever you draw your second card each turn, put a +1/+1 counter on this creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mistway SpyU Creature -- Merfolk Detective Flying Disguise {1}{U} (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, until end of turn, whenever a creature you control deals combat damage to a player, investigate. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Valor 2 W Instant Choose one -- * Untap target creature. It gets +1/+0 and gains indestructible until end of turn. * Destroy target creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land - - Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

On the Job 2 W W

Instant

Creatures you control get +2/+1 until end of turn. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peerless Samurai (2R)

Creature -- Human Samurai

Menace (This creature can't be blocked except by two or more creatures.) Whenever a Samurai or Warrior you control attacks alone, the next spell you cast this turn costs {1} less to cast.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phalanx Vanguard ① W

Creature -- Human Soldier

Vigilance
Whenever an artifact you control enters, this creature gets +1/+0 until end of turn.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains ({T}): Add {W} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Projektor Inspector2U 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 PLAYbotbox.dev	Ramosian Greatsword4R Artifact -- Equipment 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.) Equipped creature gets +3/+1 and has trample. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Raze to the Ground2R Sorcery This spell can't be countered. Destroy target artifact. If its mana value was 1 or less, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Shakedown2B 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 PLAYbotbox.dev	Return to Action1B 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 PLAYbotbox.dev	Royal TreatmentG 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 PLAYbotbox.dev

Sage of Days (2)(U) 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	Screaming Phantom (2)(B) Creature -- Spirit Flying Whenever this creature attacks, mill a card. (Put the top card of your library into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrollshift (2)(W) Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shatter the Source (5)(R) 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.) Choose one -- * Shatter the Source deals 6 damage to target creature, planeswalker, or battle. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soaring Sandwing (4)(W)(W) Creature -- Dinosaur Flying When this creature enters, you gain 3 life. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectrum Sentinel (1) Artifact Creature -- Soldier Protection from multicolored (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything multicolored.) Whenever a nonbasic land an opponent controls enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider Food (2)(G) 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	Sunder the Gateway (1)(W) Sorcery Choose one -- * Destroy target nontoken artifact or enchantment an opponent controls. 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.) * Incubate 2, then transform an Incubator token you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thinking Cap ① Artifact -- Equipment Equipped creature gets +1/+2. Equip Detective {1} Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thousand-Faced Shadow ①U Creature -- Human Ninja Ninjutsu {2}{U}{U} ({2}{U}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Flying When this creature enters from your hand, if it's attacking, create a token that's a copy of another target attacking creature. The token enters tapped and attacking. [sideboard] 1/1 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
Towashi Songshaper ①R Artifact Creature -- Human Artificer Whenever another artifact you control enters, this creature gets +1/+0 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unassuming Sage ①W 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.") [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unscrupulous Agent ①B Creature -- Elf Detective When this creature enters, target opponent exiles a card from their hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteful Harvest ②G Instant Mill five cards. You may put a permanent card from among the cards milled this way into your hand. (To mill a card, put the top card of your library into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TeeLooLoo - 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 17/18 - 8 cards - 2.5 x 3.5 in each

Yarus, Roar of the Old Gods (2)(R)(G)

Legendary Creature -- Centaur Druid

Other creatures you control have haste.
Whenever one or more face-down creatures you control deal combat damage to a player, draw a card.
Whenever a face-down creature you control dies, return it to the battlefield face down under its owner's control if it's a permanent card, then turn it face up.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev