

Ambush Paratrooper (1)(W) Creature -- Human Soldier Flash Flying {5}: Creatures you control get +1/+1 until end of turn. 1/2 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	Dokuchi Silencer (1)(B) Creature -- Human Ninja Ninjutsu {1}{B} ({1}{B}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may discard a creature card. When you do, destroy target creature or planeswalker that player controls. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extract a Confession (1)(B) Sorcery 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.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Failed Conversion (4)(B) Enchantment -- Aura 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gixian Infiltrator (1)(B) Creature -- Phyrexian Human Whenever you sacrifice another permanent, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hero of the Dunes (3)(W)(B) Creature -- Human Soldier When this creature enters, return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. Creatures you control with mana value 3 or less get +1/+0. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperial Subduer (2)(W) Creature -- Human Samurai Whenever a Samurai or Warrior you control attacks alone, tap target creature you don't control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knighly Valor (4)(W) Enchantment -- Aura Enchant creature When this Aura enters, create a 2/2 white Knight creature token with vigilance. (Attacking doesn't cause it to tap.) Enchanted creature gets +2/+2 and has vigilance. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter's Butcher (2)(B) Creature -- Rat Peasant When this creature enters, choose one -- * Create a 1/1 black Rat creature token with "This token can't block." * You may sacrifice another creature. If you do, scry 2, then draw a card. * Creatures you control gain menace until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Makeshift Binding (2)(W) Enchantment When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mephitic Draught (1)(B) 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 PLAY botbox.dev
Mintstrosity (1)(B) Creature -- Horror When this creature dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Mentor (2)(W) Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mukotai Soulripper (1)(B) Artifact -- Vehicle Whenever this Vehicle attacks, you may sacrifice another artifact or creature. If you do, put a +1/+1 counter on this Vehicle and it gains menace until end of turn. 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oltec Cloud Guard 3 W Creature -- Human Soldier Flying When this creature enters, create a 1/1 colorless Gnome artifact creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oteclan Landmark W Artifact When this artifact enters, sctry 2. Craft with artifact {2}{W} ({2}{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 -- -- Oteclan Levitator Artifact Creature -- Golem Flying Whenever this creature attacks, target attacking creature without flying gains flying until end of turn. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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	Primordial Gnawer4B 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.) 5/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sigiled Sentinel2W Creature -- Human Knight 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.) Vigilance 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Static Net3W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. When this enchantment enters, you gain 2 life and 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 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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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 PLAY botbox.dev	Argoth, Sanctum of Nature Land This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.) [sideboard] ----- OTHER FACE ----- Titania, Gaea Incarnate Legendary Creature -- Elemental Avatar Reach, vigilance, trample, haste Titania's power and toughness are each equal to the number of lands you control. When Titania enters, return all land cards from your graveyard to the battlefield tapped. {3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armguard Familiar 1U 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	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 PLAY botbox.dev
Automated Artificer 2 Artifact Creature -- Artificer {T}: Add {C}. Spend this mana only to activate an ability or cast an artifact spell. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bamboo Grove Archer 1G Enchantment Creature -- Snake Archer Defender, reach Channel -- {4}{G}, Discard this card: Destroy target creature with flying. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonded Herdbeast 4G 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 PLAY botbox.dev	Break the Spell W Instant Destroy target enchantment. If a permanent you controlled or a token was destroyed this way, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried Treasure 2 Artifact -- Treasure {T}, Sacrifice this artifact: Add one mana of any color. {5}, Exile this card from your graveyard: Discover 5. Activate only as a sorcery. (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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carriion Locust 2B Creature -- Insect Horror Flying When this creature enters, exile target card from an opponent's graveyard. If it was a creature card, that player loses 1 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cogwork Wrestler U Artifact Creature -- Gnome Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cold Case Cracker 3U Creature -- Spirit Detective Flying When this creature dies, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disturbing Conversion 1U 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. [sideboard] 3/2 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

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] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expose the Culprit 1R Instant Choose one or both -- * Turn target face-down creature face up. * Exile any number of face-up creatures you control with disguise in a face-down pile, shuffle that pile, then cloak them. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Snoop 1UB 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] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}", Pay 1 life: Add one mana of any color." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fynn, the Fangbearer 1G Legendary Creature -- Human Warrior Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Whenever a creature you control with deathtouch deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gearbane Orangutan 2R Creature -- Ape Reach When this creature enters, choose one -- * Destroy up to one target artifact. * Sacrifice an artifact. If you do, put two +1/+1 counters on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get a Leg Up G Instant Until end of turn, target creature gets +1/+1 for each creature you control and gains reach. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gingerbread Hunter 4G Creature -- Giant When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] 5/5 Puny Snack 2B Instant -- Adventure Target creature gets -2/-2 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Halo Hopper 3 Artifact Creature -- Frog 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harried Dronesmith 3 R Creature -- Human Artificer At the beginning of combat on your turn, create a 1/1 colorless Thopter artifact creature token with flying. It gains haste until end of turn. Sacrifice it at the beginning of your next end step. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Cataract Land -- Cave This land enters tapped. {T}: Add {U}. {4}{U}, {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	Hoverstone Pilgrim 5 Artifact Creature -- Golem Flying Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) {2}: Put target card from a graveyard on the bottom of its owner's library. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ill-Timed Explosion 2 U R Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innocent Bystander 1 R 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 PLAY botbox.dev	In the Presence of Ages 2 G Instant Reveal the top four cards of your library. You may put a creature card and/or a land card from among them into your hand. Put the rest into your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Regatha 2 R 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, it deals 4 damage to another target battle or opponent and 1 damage to up to one target creature. [sideboard] D 5 BACK FACE Disciples of the Inferno Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) If a noncreature source you control would deal damage to a creature, battle, or opponent, it deals that much damage plus 2 instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jukai Trainee (1)(G) 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 PLAY botbox.dev	Kami's Flare (1)(R) 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kindled Heroism (R) Instant Target creature gets +1/+0 and gains first strike until end of turn. Scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Larcenist (2)(U) Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lightning Helix (R)(W) Instant Lightning Helix deals 3 damage to any target and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loxodon Eavesdropper (3)(G) Creature -- Elephant Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you draw your second card each turn, this creature gets +1/+1 and gains vigilance until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malicious Eclipse (1)(B)(B) Sorcery All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mineshaft Spider (3)(G) Creature -- Spider Reach When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Gonye - Limited (Boa Qualifier #4 (Chaos Sealed))

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

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	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	Preening Champion (2)(U) Creature -- Bird Knight Flying When this creature enters, create a 1/1 blue and red Elemental creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Presumed Dead (1)(B) Instant Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield under its owner's control and suspect it." (A suspected creature has menace and can't block.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pristine Talisman (3) Artifact {T}: Add {C}. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redcap Heelslasher (3)(R) Creature -- Goblin Rogue 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.) First strike [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redcap Thief (2)(R) Creature -- Goblin Rogue When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Replication Specialist (4)(U) Creature -- Moonfolk Artificer Flying Whenever a nontoken artifact you control enters, you may pay {1}{U}. If you do, create a token that's a copy of that artifact. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seed of Hope 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 PLAYbotbox.dev	Sleight of Hand 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 PLAYbotbox.dev	Spell Stutter 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	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tandem Takedown Instant Up to two target creatures you control each get +1/+0 until end of turn. They each deal damage equal to their power to another target creature, planeswalker, or battle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Shattered States Era Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. II -- Creatures you control get +1/+0 until end of turn. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- - BACK FACE - - - Nameless Conqueror Enchantment Creature -- Human Samurai Trample, haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Third Path Savant Creature -- Human Wizard {7}: Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titanic Growth Instant Target creature gets +4/+4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tomakul Honor Guard 16 Creature -- Human Soldier Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Union of the Third Path 2W Instant Draw a card, then you gain life equal to the number of cards in your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza, Powerstone Prodigy 2U Legendary Creature -- Human Artificer Vigilance {1}, {T}: Draw a card, then discard a card. Whenever you discard one or more artifact cards, create a tapped Powerstone token. This ability triggers only once each turn. (The token is an artifact with "{T}: Add {C}". This mana can't be spent to cast a nonartifact spell.") [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vantress Transmuter 3U Creature -- Human Wizard [sideboard] 3/4 --- ADVENTURE --- Croaking Curse 1U 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
Virtue of Knowledge 4U Enchantment If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. [sideboard] --- ADVENTURE --- Vantress Visions 1U Instant -- Adventure Copy target activated or triggered ability you control. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volatile Wanderglyph 1R Artifact Creature -- Golem Whenever this creature becomes tapped, you may discard a card. If you do, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weakstone's Subjugation U Enchantment -- Aura Enchant artifact or creature When this Aura enters, you may pay {3}. If you do, tap enchanted permanent. Enchanted permanent doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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