

① R

Choose one --

- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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2 B

Menace

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.)

2/2

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①②

As an additional cost to cast this spell, sacrifice an artifact or discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Ward--Pay 2 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2 life.)

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③R

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, create a 1/1 black Rat creature token with "This token can't block."

3/3

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⑤ ⑥

Haste

Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your upkeep, if there are three or more creature cards in your graveyard, put a +1/+1 counter on this creature.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomfang Mauler 5 B B Creature -- Nightmare Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.) Menace 5/5 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.) 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	Join the Dead 1 B B Instant Target creature gets -5/-5 until end of turn. Descend 4 -- That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lethal Exploit 1 B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each modified creature you controlled as you cast this spell. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Life of Toshiro Umezawa 1 B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Choose one -- * Target creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. BACK FACE Memory of Toshiro Enchantment Creature -- Human Samurai {T}, Pay 1 life: Add {B}. Spend this mana only to cast an instant or sorcery spell. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Juggernaut 5 Artifact Creature -- Juggernaut Trample This creature attacks each combat if able. Unearth {5}{R} ({5}{R}: 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.) 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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
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	Murder Instant Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nezumi Bladeblessor Creature -- Rat Samurai This creature has deathtouch as long as you control an artifact. This creature has menace as long as you control an enchantment. (It can't be blocked except by two or more creatures.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

®

Haste
Equipped creature gets +1/+1 and has haste.
Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature.
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

When this creature enters, target creature you control gets +2/+0 and gains indestructible until end of turn.

Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Reach

3/1

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Menace
Whenever this creature deals combat damage to a player, put a skewer counter on this creature. Then you may sacrifice it. If you do, exile the top X cards of your library, where X is the number of skewer counters on this creature. You may play those cards this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	Torch the WitnessXR Sorcery Torch the Witness deals twice X damage to target creature. If excess damage was dealt to that creature this way, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virus Beetle1B Artifact Creature -- Insect When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voracious Vermin2B Creature -- Rat When this creature enters, create a 1/1 black Rat creature token with "This token can't block." Whenever another creature you control dies, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Airlift Chaplain (2)(W) 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 PLAY botbox.dev	Akal Pakal, First Among Equals (2)(U) Legendary Creature -- Human Advisor At the beginning of each player's end step, if an artifact entered the battlefield under your control this turn, look at the top two cards of your library. Put one of them into your hand and the other into your graveyard. [sideboard] 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alabaster Host Sanctifier (1)(W) Creature -- Phyrexian Cleric Lifelink [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anzrag's Rampage (3)(R)(R) Sorcery Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Bone Saw (0) Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boon-Bringer Valkyrie (3)(W)(W) Creature -- Angel Warrior Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.) Flying, first strike, lifelink [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. [sideboard] 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 PLAYbotbox.dev	Charmed Clothier 4W Creature -- Faerie Advisor Flying 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}.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commune with Spirits G Sorcery Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 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
Defenestrated Phantom 4WW Creature -- Spirit Flying Disguise {4}{W} (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] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diminisher Witch 2U Creature -- Human Warlock Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, create a Cursed Role token attached to target creature an opponent controls. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doubling Season 4G Enchantment If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead. If an effect would put one or more counters on a permanent you control, it puts twice that many of those counters on that permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dramatic Accusation 2U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. {U}{U}: Shuffle enchanted creature into its owner's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Explorer's Cache 16 Artifact This artifact enters with two +1/+1 counters on it. Whenever a creature you control with a +1/+1 counter on it dies, put a +1/+1 counter on this artifact. {T}: Move a +1/+1 counter from this artifact onto target creature. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ferocious Werefox 36 Creature -- Elf Fox Warrior Trample [sideboard] 4/3 ----- ADVENTURE ----- Guard Change 16 Instant -- Adventure Create a Monster Role token attached to target creature you control. (Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Courtyard Land -- Cave This land enters tapped. {T}: Add {W}. {4}{W}, {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	Hurl into History Instant Counter target artifact or creature spell. Discover X, where X is that spell's mana value. (Exile cards from the top of your library until you exile a nonland card with that mana value 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	Icewrought Sentry Creature -- Elemental Soldier Vigilance Whenever this creature attacks, you may pay {1}{U}. When you do, tap target creature an opponent controls. Whenever you tap an untapped creature an opponent controls, this creature gets +2/+1 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inside Source Creature -- Human Citizen When this creature enters, create a 2/2 white and blue Detective creature token. {3}, {T}: Target Detective you control gets +2/+0 and gains vigilance until end of turn. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Invasion of Regatha 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	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LouisLafontdeSentenac - 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 10/17 - 8 cards - 2.5 x 3.5 in each

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	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	Lathiel, the Bounteous Dawn 2GW Legendary Creature -- Unicorn Lifelink At the beginning of each end step, if you gained life this turn, distribute up to that many +1/+1 counters among any number of other target creatures. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix RW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

When this artifact enters or is put into a graveyard from the battlefield, you draw a card and you lose 1 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

U

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 PLAY botbox.dev

② ③

Flying
Whenever this creature becomes
tapped, scry 1.

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

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Flash
Flying
Whenever another Faerie you control
enters, each opponent loses 1 life.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 12/17 - 8 cards - 2.5 x 3.5 in each

Order of the Mirror 1 U 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.) [sideboard] 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	Perimeter Patrol 2 G Creature -- Human Soldier Whenever an artifact you control enters, this creature gets +1/+0 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Petrify 1 W Enchantment -- Aura Enchant artifact or creature Enchanted permanent can't attack or block, and its activated abilities can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Archivist 6 Artifact Creature -- Phyrexian Construct Reach {2}, {T}: Put target card from a graveyard on the bottom of its owner's library. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pick Your Poison 6 Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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sheet 13/17 - 8 cards - 2.5 x 3.5 in each

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
Plains Basic Land -- Plains {T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Protective Parents 2W 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 PLAYbotbox.dev	Reasonable Doubt 1U Instant Counter target spell unless its controller pays {2}. Suspect up to one target creature. (A suspected creature has menace and can't block.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	River Herald Guide 2 G Creature -- Merfolk Scout Vigilance When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rot Farm Mortipede 3 B Creature -- Insect Whenever one or more creature cards leave your graveyard, this creature gets +1/+0 and gains menace and lifelink until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Branch-Burner 5 R R Creature -- Dragon 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.) Flying, haste [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Slagstone Refinery 4 Artifact Whenever this artifact or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stone Retrieval Unit 4 Artifact Creature -- Construct 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] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sunblade Samurai 4 W Enchantment Creature -- Human Samurai Vigilance (Attacking doesn't cause this creature to tap.) Channel -- {2}, Discard this card: Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] 4/4 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
Unassuming Sage 1 W 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 PLAYbotbox.dev	Undercity Scrounger 2 B Artifact Creature -- Human Rogue {T}: Create a Treasure token. Activate only if a creature died this turn. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Ogre 2 R 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	Urza, Lord Protector Card [sideboard] ----- OTHER FACE ----- Urza, Lord Protector Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Equipped creature gets +2/+0.
 Equip Soldier {W}
 Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reach
This creature has indestructible as long as it attacked a battle this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever an enchantment you control is put into a graveyard from the battlefield, each opponent loses 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Whenever an artifact you control enters, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1