

Aeronaut Cavalry (4)(W) Creature -- Human Soldier Flying When this creature enters, put a +1/+1 counter on another target Soldier you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alabaster Host Sanctifier (1)(W) Creature -- Phyrexian Cleric Lifelink 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Coati Scavenger (2)(G) Creature -- Raccoon Descend 4 -- When this creature enters, if there are four or more permanent cards in your graveyard, return target permanent card from your graveyard to your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Coiling Stalker (1)(G) Creature -- Snake Ninja Ninjutsu {1}{G} ({1}{G}, 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, put a +1/+1 counter on target creature you control that doesn't have a +1/+1 counter on it. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crowd-Control Warden (3)(G)(W) Creature -- Centaur Soldier As this creature enters or is turned face up, put X +1/+1 counters on it, where X is the number of other creatures you control. Disguise {3}{G/W}{G/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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doomskar Warrior (2)(G)(G) Creature -- Human Warrior Backup 1 Trample Whenever this creature deals combat damage to a player or battle, look at that many cards from the top of your library. You may reveal a creature 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. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ecologist's Terrarium (2) Artifact When this artifact enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. {2}, {T}, Sacrifice this artifact: Put a +1/+1 counter on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Family Reunion 1 W Instant Choose one -- * Creatures you control get +1/+1 until end of turn. * Creatures you control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.) 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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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2/2

6/6

0/3

3/2

3/3

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Museum Nightwatch 3 W Creature -- Centaur Soldier When this creature dies, create a 2/2 white and blue Detective creature token. Disguise {1}{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.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Norika Yamazaki, the Poet 2 W Legendary Creature -- Human Samurai Vigilance Whenever a Samurai or Warrior you control attacks alone, you may cast target enchantment card from your graveyard this turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) 5/5 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	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

Plains

Basic Land -- Plains

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

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Creature -- Elf Warrior

Trample
Whenever an enchantment you control enters, you may pay {2}. If you do, return this card from your graveyard to your hand.

3/1

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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.

4/4

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Creature -- Human Peasant Wizard

When this creature enters, you may pay {2}. If you do, create a Sorcerer Role token attached to it. (Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")

2/2

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2G

Creature -- Human Monk

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

3/3

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