

Akawalli, the Seething Tower ①③⑥ Legendary Creature -- Fungus Descend 4 -- As long as there are four or more permanent cards in your graveyard, Akawalli gets +2/+2 and has trample. Descend 8 -- As long as there are eight or more permanent cards in your graveyard, Akawalli gets an additional +2/+2 and can't be blocked by more than one creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Wicked Manipulator ③③③ Legendary Planeswalker -- Ashiok If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead. [+1]: Look at the top two cards of your library. Exile one of them and put the other into your hand. [-2]: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this token." [-7]: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Audacity ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basilica Stalker ⑤③ 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.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bonded Herdbeast ④⑥ 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	Defossilize ④③ Sorcery Return target creature card from your graveyard to the battlefield. That creature explodes, then it explodes again. (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 that creature, then put the card back or put it into your graveyard. Then repeat this process.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreg Recycler ①③ Creature -- Phyrexian Beast {T}, Sacrifice an artifact or creature: Each opponent loses 1 life and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ego Drain ③ Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. If you don't control a Faerie, exile a card from your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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 1/13 - 8 cards - 2.5 x 3.5 in each

Flourishing Bloom-Kin 16 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Target opponent reveals their hand.
You choose a nonland card from it.
That player discards that 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

Reach
When this creature enters, distribute three +1/+1 counters among one, two, or three target creatures, then you gain life equal to the greatest toughness among creatures you control.

3/3

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Flying
When this creature enters, if it was bargained, each opponent loses 3 life and you gain 3 life.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {G}.

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If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on that permanent instead.

{T}: Add X mana of any one color, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

3/2

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{T}: Add {G}.

As long as this creature is modified, it has "{T}: Add {G}{G}." (Equipment, Auras you control, and counters are modifications.)

1/1

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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troublemaker Ouphe 16 Creature -- Ouphe Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanquish the Weak 2B Instant Destroy target creature with power 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Airtight Alibi 2 G Enchantment -- Aura Flash Enchant creature When this Aura enters, untap enchanted creature. It gains hexproof until end of turn. If it's suspected, it's no longer suspected. Enchanted creature gets +2/+2 and can't become suspected. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Asari Captain 3 R W Creature -- Human Samurai Haste Whenever a Samurai or Warrior you control attacks alone, it gets +1/+0 until end of turn for each Samurai or Warrior you control. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basking Capybara 1 G Creature -- Capybara Descend 4 -- This creature gets +3/+0 as long as there are four or more permanent cards in your graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bellowing Bruiser 4 R Creature -- Ogre Haste [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju Reaches Skyward 3 G Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for up to two basic Forest cards, reveal them, put them into your hand, then shuffle. II -- Put up to one target land card from your graveyard on top of your library. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brave the Wilds G Sorcery Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, target land you control becomes a 3/3 Elemental creature with haste that's still a land. Search your library for a basic land card, reveal it, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity's Wake 1 W Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beat a Path 2 R Sorcery -- Adventure Up to two target creatures can't block this turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branch of Boseiju 0 0 Enchantment Creature -- Plant Reach This creature gets +1/+1 for each land you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crowd-Control Warden 3GW 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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Edgwall Inn Land This land enters tapped. As this land enters, choose a color. {T}: Add one mana of the chosen color. {3}, {T}, Sacrifice this land: Return target card that has an Adventure from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Entry 1R Sorcery Destroy up to one target artifact. Put a +1/+1 counter on up to one target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind 1U Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fog of War (2)(G) Instant You gain 1 life for each creature on the battlefield. Prevent all combat damage that would be dealt this turn by creatures with power 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forced Fruition (4)(U)(U) Enchantment Whenever an opponent casts a spell, that player draws seven cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fungal Fortitude (1)(B) Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+0. When enchanted creature dies, return it to the battlefield tapped under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Futurist Sentinel (3)(U) Artifact -- Vehicle Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 6/6 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	Gravestone Strider (2) Artifact Creature -- Golem {1}: Add one mana of any color. Activate only once each turn. {2}, Exile this card from your graveyard: Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haazda Vigilante (4)(W) Creature -- Giant Soldier Whenever this creature enters or attacks, put a +1/+1 counter on target creature you control with power 2 or less. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halo-Charged Skaab (4)(U) 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 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	Hopeful Vigil Enchantment When this enchantment enters, create a 2/2 white Knight creature token with vigilance. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{W}: Sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter's Blowgun 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	Hurkyl, Master Wizard Legendary Creature -- Human Wizard Advisor At the beginning of your end step, if you've cast a noncreature spell this turn, reveal the top five cards of your library. For each card type among noncreature spells you've cast this turn, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Illicit Masquerade Enchantment Flash When this enchantment enters, put an impostor counter on each creature you control. Whenever a creature you control with an impostor counter on it dies, exile it. Return up to one other target creature card from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperial Subduer Creature -- Human Samurai Whenever a Samurai or Warrior you control attacks alone, tap target creature you don't control. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inga Rune-Eyes Legendary Creature -- Human Wizard When Inga Rune-Eyes enters, scry 3. When Inga Rune-Eyes dies, draw three cards if three or more creatures died this turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Kamigawa 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, tap target artifact or creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] D 4 ----- BACK FACE ----- Rooftop Saboteurs Creature -- Moonfolk Ninja Flying Whenever this creature deals combat damage to a player or battle, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/13 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island ({T}: Add {U}.) [sideboard]	Ixalli's Lorekeeper (G) Creature -- Human Druid {T}: Add one mana of any color. Spend this mana only to cast a Dinosaur spell or activate an ability of a Dinosaur source. [sideboard]	Kindled Fury (R) Instant Target creature gets +1/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.) [sideboard]	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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lay Down Arms (W) Sorcery Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. [sideboard]	Master's Rebuke (1)(G) Instant Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. [sideboard]	Network Terminal (3) Artifact {T}: Add one mana of any color. {1}, {T}, Tap another untapped artifact you control: Draw a card, then discard a card. [sideboard]	Orazca Puzzle-Door (U) Artifact {1}, {T}, Sacrifice this artifact: Look at the top two cards of your library. Put one of those cards into your hand and the other into your graveyard. [sideboard]
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Person of Interest 3 R Creature -- Human Rogue When this creature enters, suspect it. Create a 2/2 white and blue Detective creature token. (A suspected creature has menace and can't block.) [sideboard] 2/2 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. [sideboard] 2/2 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	Pirate Hat 1 U 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Portent Tracker 1 G Creature -- Satyr Scout {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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Power Plant Worker 5 Artifact Creature -- Assembly-Worker {3}: This creature gets +2/+2 until end of turn. If you control creatures named Mine Worker and Tower Worker, put two +1/+1 counters on this creature instead. Activate only once each turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recommission 1 W Sorcery Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it. [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

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Retrieval Agent 3 U Creature -- Human Soldier {2}: This creature gets +1/-1 until end of turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sugar Rush 1 B Instant Target creature gets +3/+0 until end of turn. Draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surveillance Monitor 3 U Creature -- Vedalken Detective When this creature enters, you may collect evidence 4. (Exile cards with total mana value 4 or greater from your graveyard.) Whenever you collect evidence, create a 1/1 colorless Thopter artifact creature token with flying. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swordsworn Cavalier 1 W Creature -- Human Knight This creature has first strike as long as another Knight entered the battlefield under your control this turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Territorial Witchstalker 1 G Creature -- Wolf Defender At the beginning of combat on your turn, if you control a creature with power 4 or greater, this creature gets +1/+0 until end of turn and can attack this turn as though it didn't have defender. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	They Went This Way 2 G Sorcery Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tomakul Scrapsmith 2 R 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 PLAYbotbox.dev

Urn of Godfire 1 Artifact {2}: Add one mana of any color. {6}, {T}, Sacrifice this artifact: Destroy target creature or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Visage of Dread 1B Artifact When this artifact enters, target opponent reveals their hand. You choose an artifact or creature card from it. That player discards that card. Craft with two creatures {5}{B} ({5}{B}, Exile this artifact, Exile the two from among creatures you control and/or creature cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] ----- BACK FACE ----- Dread Osseosaur Creature -- Dinosaur Skeleton Horror Menace Whenever this creature enters or attacks, you may mill two cards. (You may put the top two cards of your library into your graveyard.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Warehouse Tabby B Creature -- Cat Whenever an enchantment you control is put into a graveyard from the battlefield, create a 1/1 black Rat creature token with "This token can't block." {1}{B}: This creature gains deathtouch until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Warlord's Elite 2W Creature -- Human Soldier As an additional cost to cast this spell, tap two untapped artifacts, creatures, and/or lands you control. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wispdrinker Vampire 2WB Creature -- Vampire Rogue Flying Whenever another creature you control with power 2 or less enters, each opponent loses 1 life and you gain 1 life. {5}{W}{B}: Creatures you control with power 2 or less gain deathtouch and lifelink until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	