

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	Archon's Glory (W) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Target creature gets +2/+2 until end of turn. If this spell was bargained, that creature also gains flying and lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Burgeoning (2)(G) Enchantment -- Aura Enchant land When this Aura enters, 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.) Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. 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	Boulderbranch Golem (7) Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Buried in the Garden (2)(G)(W) Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dog Walker (R)(W) Creature -- Human Citizen Vigilance Disguise {R/W}{R/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.) When this creature is turned face up, create two tapped 1/1 white Dog creature tokens. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 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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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Granite Witness (2)(W)(U) Artifact Creature -- Gargoyle Detective Flying, vigilance Disguise {W/U}{W/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, you may tap or untap target creature. 3/2 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intercessor's Arrest (2)(W) Enchantment -- Aura Enchant permanent Enchanted permanent can't attack, block, or crew Vehicles. Its activated abilities can't be activated unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Iridescent Blademaster (1)(G) Creature -- Elf Warrior {3}{G}: This creature gets +2/+2 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran's Escape (W) Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 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.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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sheet 3/13 - 8 cards - 2.5 x 3.5 in each

Perimeter Patrol 26 Creature -- Human Soldier Whenever an artifact you control enters, this creature gets +1/+0 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

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

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Prison Sentence

Enchantment -- Aura

Enchant creature
When this Aura enters, scry 2.
Enchanted creature can't attack or
block, and its activated abilities
can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

River Herald Guide

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunblade Samurai

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tendrils of the Mycotyrant (1)(G)

Creature -- Fungus Wizard

{5}{G}{G}: Put seven +1/+1 counters on target noncreature land you control. It becomes a 0/0 Fungus creature with haste. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Guardian of Thraben (1)(W)

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to
cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titania's Command (4GG)

Sorcerv

Choose two --

- * Exile target player's graveyard. You gain 1 life for each card exiled this way.
- * Search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.
- * Create two 2/2 green Bear creature tokens.
- * Put two +1/+1 counters on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Acolyte (2)(W)

Creature -- Human Cleric

When this creature enters, draw a card.

2/2

Mend the Wilds ©

Instant - - Adventure

Put target permanent card from your graveyard on top of your library. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Acolyte of Aclazotz (2)(B) Creature -- Vampire Cleric {T}, Sacrifice another creature or artifact: Each opponent loses 1 life and you gain 1 life. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agency Coroner (4)(B) Creature -- Ogre Cleric {2}{B}, Sacrifice another creature: Draw a card. If the sacrificed creature was suspected, draw two cards instead. [sideboard] 3/6 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	Bellowing Bruiser (4)(R) Creature -- Ogre Haste [sideboard] 4/4 ----- ADVENTURE ----- 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 PLAY botbox.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 PLAY botbox.dev	Burning Sun's Fury (1)(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.) Up to two target creatures each get +2/+0 and gain haste until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Candy Trail (1) Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cerebral Confiscation (2)(B) Sorcery Choose one -- * Target opponent discards two cards. * Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flash
When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Deathtouch
When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Equipped creature gets +1/+1 and has
"{3}, {T}, Sacrifice Deconstruction
Hammer: Destroy target artifact or
enchantment."
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Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

As an additional cost to cast this spell, tap an untapped artifact you control or pay {1}.
Counter target spell.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R W

As long as you have one or fewer cards in hand, Djeru and Hazoret has vigilance and haste. Whenever Djeru and Hazoret attacks, look at the top six cards of your library. You may exile a legendary creature card from among them. Put the rest on the bottom of your library in a random order. Until end of turn, you may cast the exiled card without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Return target artifact or creature card from your graveyard to your hand. Create a 1/1 colorless Soldier artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Equipped creature gets +4/+0.
Whenever this Equipment becomes attached to a creature, tap that creature.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Excavation Explosion (2)(R) Sorcery Excavation Explosion deals 3 damage to any target. 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 PLAY botbox.dev	Explorer's Cache (1)(G) 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	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Visitor (G) Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Grasping Shadows (3)(B) Enchantment Whenever a creature you control attacks alone, it gains deathtouch and lifelink until end of turn. Put a dread counter on this enchantment. Then if there are three or more dread counters on it, transform it. [sideboard] ----- BACK FACE ----- Shadows' Lair Land -- Cave (Transforms from Grasping Shadows.) {T}: Add {B}. {B}, {T}, Remove a dread counter from this land: You draw a card and you lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halo Forager (1)(U)(B) Creature -- Faerie Rogue Flying When this creature enters, you may pay {X}. When you do, you may cast target instant or sorcery card with mana value X from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead. [sideboard] 3/1 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	Imperial Recovery Unit 2W Artifact -- Vehicle Whenever this Vehicle attacks, return target creature or Vehicle card with mana value 2 or less from your graveyard to your hand. 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.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intangible Virtue 1W Enchantment Creature tokens you control get +1/+1 and have vigilance. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Kaladesh UR 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, create a 1/1 colorless Thopter artifact creature token with flying. [sideboard] D 4 --- BACK FACE --- Aetherwing, Golden-Scale Flagship Legendary Artifact -- Vehicle Flying Aetherwing's power is equal to the number of artifacts you control. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Involuntary Cooldown 3U Sorcery Tap up to two target artifacts and/or creatures. Put two stun counters on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) [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	Itzquinth, Firstborn of Gishath RG Legendary Creature -- Dinosaur Haste When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kylox, Visionary Inventor 5UR Legendary Creature -- Lizard Artificer Menace, ward {2}, haste Whenever Kylox attacks, sacrifice any number of other creatures, then exile the top X cards of your library, where X is their total power. You may cast any number of instant and/or sorcery spells from among the exiled cards without paying their mana costs. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lat-Nam Adept 3 U 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	Lord Skitter, Sewer King 2 B Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malamet Scythe 2 G Artifact -- Equipment 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.") [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mirrodin Avenged B Instant Destroy target creature that was dealt damage this turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra, Excavation Prodigy 2 R Legendary Creature -- Human Artificer Haste {1}, {T}, Discard a card: Draw a card. Whenever you discard one or more artifact cards, add {R}{R}. This ability triggers only once each turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misleading Motes 3 U Instant Target creature's owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ninja's Kunai 1 Artifact -- Equipment Equipped creature has "{1}, {T}, Sacrifice Ninja's Kunai: Ninja's Kunai deals 3 damage to any target." Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Papercraft Decoy 2 Artifact Creature -- Frog When this creature leaves the battlefield, you may pay {2}. If you do, draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Persuasive Interrogators 4BB Creature -- Gorgon Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, target opponent gets two poison counters. (A player with ten or more poison counters loses the game.) [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Awakening 2W Enchantment When this enchantment enters, incubate 4. (Create an Incubator token with four +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) Phyrexians you control have vigilance. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Revoker 2 Artifact Creature -- Phyrexian Horror As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Polygraph Orb 4B Artifact When this artifact enters, look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. You lose 2 life. {2}, {T}, Collect evidence 3: Each opponent loses 3 life unless they discard a card or sacrifice a creature. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Projektor Inspector 2U 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	Return to Action 1B 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	Rumbling Rockslide 3R Sorcery Rumbling Rockslide deals damage to target creature equal to the number of lands you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Satsuki, the Living Lore G W Legendary Creature -- Human Druid {T}: Put a lore counter on each Saga you control. Activate only as a sorcery. When Satsuki dies, choose up to one -- * Return target Saga or enchantment creature you control to its owner's hand. * Return target Saga card from your graveyard to your hand. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scatter Ray 1 U Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stalactite Stalker B Creature -- Goblin Rogue 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}{B}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is this creature's power. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stingblade Assassin 3 B Creature -- Faerie Assassin Flash Flying When this creature enters, destroy target creature an opponent controls that was dealt damage this turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swiftgear Drake 5 Artifact Creature -- Drake Flying, haste When this creature enters, put up to one target card from a graveyard on the bottom of its owner's library. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tanglespan Lookout 2 G Creature -- Satyr Whenever an Aura you control enters, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Cleansing 3 U Sorcery 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.) The owner of target nonland permanent puts it into their library second from the top or on the bottom. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Modern Age 1 U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- BACK FACE ----- Vector Glider Enchantment Creature -- Spirit Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Thran Power Suit ② Artifact -- Equipment Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinker's Tote ②W Artifact When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens. {W}, Sacrifice this artifact: You gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troyan, Gutsy Explorer ①GU Legendary Creature -- Vedalken Scout {T}: Add {G}{U}. Spend this mana only to cast spells with mana value 5 or greater or spells with {X} in their mana costs. {U}, {T}: Draw a card, then discard a card. [sideboard] 1/3 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vitu-Ghazi Inspector ①G 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voltage Surge ①R Instant As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warehouse Tabby ①B 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	

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