

Abuelo, Ancestral Echo 1 W U Legendary Creature -- Spirit Flying, ward {2} {1}{W}{U}: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brackish Blunder 1 U Instant Return target creature to its owner's hand. If it was tapped, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Compass Gnome 2 Artifact Creature -- Gnome When this creature enters, you may search your library for a basic land card or Cave card, reveal it, then shuffle and put that card on top. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Council of Echoes 4 U U Creature -- Spirit Advisor Flying Descend 4 -- When this creature enters, if there are four or more permanent cards in your graveyard, return up to one target nonland permanent other than this creature to its owner's hand. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deduce 1 U Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dramatic Accusation 2 U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Lookout 1 U Creature -- Merfolk Rogue Defender As long as an opponent has eight or more cards in their graveyard, this creature can attack as though it didn't have defender and it can't be blocked. 2/3 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

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Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Core

① ②

Sorcery

Choose one --

- * Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
- * Return target Cave card from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Boundless Vigor (1)(G)

① ⑥

Legendary Enchantment Creature -- Shrine

Trample
At the beginning of your end step,
you may pay {1}. When you do, put a
+1/+1 counter on target Shrine for
each Shrine you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Nursery

Land - - Cave

This land enters tapped.
{T}: Add {G}.
{4}{G}, {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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Huatli's Final Strike 26 Instant Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulking Metamorph 9 Artifact Creature -- Shapeshifter Prototype {2}{U}{U} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) You may have this creature enter as a copy of an artifact or creature you control, except it's an artifact creature in addition to its other types, and its power and toughness are equal to this creature's power and toughness. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Muraganda 46 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, put a +1/+1 counter on target creature you control. Then that creature fights up to one target creature you don't control. D 6 --- BACK FACE --- Primordial Plasm Creature -- Ooze At the beginning of combat on your turn, another target creature gets +2/+2 and loses all abilities until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mask of the Jadecrafter ② Artifact {X}, {T}, Sacrifice this artifact: Create an X/X colorless Golem artifact creature token. Activate only as a sorcery. Unearth {2}{G} ({2}{G}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Order of the Mirror ①① 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.) 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 PLAYbotbox.dev
Pathfinding Axejaw ③⑥ Creature -- Dinosaur 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pit of Offerings Land -- Cave This land enters tapped. When this land enters, exile up to three target cards from graveyards. {T}: Add {C}. {T}: Add one mana of any of the exiled cards' colors. 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

Precursor Golem 5 Artifact Creature -- Golem When this creature enters, create two 3/3 colorless Golem artifact creature tokens. Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	River Herald Guide 2G 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.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaming Throne 4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo's Completion 3U Enchantment -- Aura Flash Enchant artifact, creature, or planeswalker When this Aura enters, tap enchanted permanent. If it's an Equipment, unattach it. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
They Went This Way 2G 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderhead Squadron 5U Creature -- Human Knight 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 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolsimir, Midnight's Light 2GWW Legendary Creature -- Elf Scout Lifelink When Tolsimir enters, create Voja Fenstalker, a legendary 5/5 green and white Wolf creature token with trample. Whenever a Wolf you control attacks, if Tolsimir attacked this combat, target creature an opponent controls blocks that Wolf this combat if able. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Topiary Panther 4GG Creature -- Plant Cat Trample Basic landcycling {1}{G} ({1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Aftermath Analyst (1)(G) Creature -- Elf Detective When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) {3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akki Ember-Keeper (1)(R) Enchantment Creature -- Goblin Warrior Whenever a nontoken modified creature you control dies, create a 1/1 colorless Spirit creature token. (Equipment, Auras you control, and counters are modifications.) [sideboard] 2/1 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	Another Chance (2)(B) Instant You may mill two cards. Then return up to two creature cards from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Atsushi, the Blazing Sky (2)(R)(R) Legendary Creature -- Dragon Spirit Flying, trample When Atsushi dies, choose one -- * Exile the top two cards of your library. Until the end of your next turn, you may play those cards. * Create three Treasure tokens. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bartolomé del Presidio (W)(B) Legendary Creature -- Vampire Knight Sacrifice another creature or artifact: Put a +1/+1 counter on Bartolomé del Presidio. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beamtown Beatstick (R) Artifact -- Equipment Equipped creature gets +1/+0 and has menace. (It can't be blocked except by two or more creatures.) Whenever equipped creature deals combat damage to a player or battle, create a Treasure token. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthorn Flail (B) Artifact -- Equipment Equipped creature gets +2/+1. Equip--Pay {3} or discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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sheet 6/13 - 8 cards - 2.5 x 3.5 in each

Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brudiclad, Telchor Engineer (4)(U)(R) Legendary Artifact Creature -- Phyrexian Artificer Creature tokens you control have haste. At the beginning of combat on your turn, create a 2/1 blue Phyrexian Myr artifact creature token. Then you may choose a token you control. If you do, each other token you control becomes a copy of that token. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burrowing Razormaw (2)(G) Creature -- Beast When this creature dies, mill four cards. (Put the top four cards of your library into your graveyard.) [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carriion Locust (2)(B) 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
Child of the Volcano (3)(R) Creature -- Elemental Trample 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.) [sideboard] 3/3 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	Covert Technician (2)(U) Artifact Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, 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 put an artifact card with mana value less than or equal to that damage from your hand onto the battlefield. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deconstruction Hammer (W) Artifact -- Equipment Equipped creature gets +1/+1 and has "{3}, {T}, Sacrifice Deconstruction Hammer: Destroy target artifact or enchantment." Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Defenestrated Phantom (4)(W)(W) 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 PLAY botbox.dev	Dinotomaton (3)(R) Artifact Creature -- Dinosaur Gnome Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, target creature you control gains menace until end of turn. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disruptor Wanderglyph (4) Artifact Creature -- Golem Whenever this creature attacks, exile target card from an opponent's graveyard. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Energy Refractor (2) Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Giant Growth (G) Instant Target creature gets +3/+3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of Wrath (3)(R) Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets +2/+2 and has menace. (It can't be blocked except by two or more creatures.) When this Aura leaves the battlefield, create a 2/2 red Spirit creature token with menace. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Desert Prospector (4)(W) Creature -- Human Artificer When this creature enters, create a tapped Powerstone token for each other creature you control. (They're artifacts with "{T}: Add {C}". This mana can't be spent to cast a nonartifact spell.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunter's Blowgun 1 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 PLAYbotbox.dev	Idol of the Deep King 2R 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.) [sideboard] ----- 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 PLAYbotbox.dev	Imperial Subduer 2W Creature -- Human Samurai Whenever a Samurai or Warrior you control attacks alone, tap target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inkrisse Infiltrator 1B Creature -- Human Ninja Flying {3}{B}: This creature gets +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kinjalli's Dawnrunner 2W Creature -- Human Scout Double strike 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kithkin Billyrider 2W Creature -- Kithkin Knight Double strike [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Laundry 5 Artifact Creature -- Golem {2}: Until end of turn, you may look at face-down creatures you don't control any time. Disguise {5} (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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

4 G

Trample
Descend 4 -- Whenever this creature attacks, if there are four or more permanent cards in your graveyard, put a +1/+1 counter on target creature.

5/4

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③ ④

Enchant artifact
When this Aura enters, draw a card.
Enchanted artifact is a creature
with base power and toughness 4/4 in
addition to its other types.

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W

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Flash
Enchant creature
When this Aura enters, enchanted
creature gains first strike until
end of turn.
Enchanted creature gets +1/+0.
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W

Flying, vigilance
When this creature dies, target creature you control 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 that creature, then put the card back or put it into your graveyard.)

1/1

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(B)

Destroy target creature that was dealt damage this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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{T}: Add {C}.
{2}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{1}, {T}: Target attacking
Assembly-Worker gets +2/+2 until end
of turn.
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U

Flying
When this creature enters, tap
target permanent.

1/1

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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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Norn's Inquisitor 1W Creature -- Phyrexian Knight When this creature 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 a permanent you control transforms into a Phyrexian, put a +1/+1 counter on it. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oaken Siren 1U Artifact Creature -- Siren Pirate Flying, vigilance {T}: Add {U}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Okiba Reckoner Raid B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- BACK FACE ----- Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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	Powerstone Engineer 1W Creature -- Human Artificer When this creature dies, 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampaging Spiketail 4BB Creature -- Dinosaur 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.) [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Herring 1R Artifact Creature -- Clue Fish Haste This creature attacks each combat if able. {2}, Sacrifice this creature: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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sheet 11/13 - 8 cards - 2.5 x 3.5 in each

Roc Hunter (1)(R) Creature -- Human Soldier Reach [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanitation Automaton (2) Artifact Creature -- Construct When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seed of Hope (G) 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 PLAY botbox.dev	Snarling Gorehound (B) Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sokenzan Smelter (1)(R) Creature -- Goblin Artificer At the beginning of combat on your turn, you may pay {1} and sacrifice an artifact. If you do, create a 3/1 red Construct artifact creature token with haste. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stoke the Flames (2)(R)(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.) Stoke the Flames deals 4 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suspicious Detonation (4)(R) Sorcery This spell costs {3} less to cast if you've sacrificed an artifact this turn. This spell can't be countered. (This includes by the ward ability.) Suspicious Detonation deals 4 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tamiyo's Safekeeping 6 Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tithing Blade 1 B Artifact When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] Consuming Sepulcher Artifact At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tower Worker 3 Artifact Creature -- Assembly-Worker Reach {T}: Add {C}. If you control creatures named Mine Worker and Power Plant Worker, add {C}{C}{C} instead. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Volatile Wanderglyph 1 R 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	Warlord's Elite 2 W 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 PLAY botbox.dev	Zimone and Dina B G U Legendary Creature -- Human Dryad Whenever you draw your second card each turn, target opponent loses 2 life and you gain 2 life. {T}, Sacrifice another creature: Draw a card. You may put a land card from your hand onto the battlefield tapped. If you control eight or more lands, repeat this process once. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	