

<div><div>Case of the Filched Falcon</div><div>U</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Case of the Filched Falcon</div><div>U</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Case of the Filched Falcon</div><div>U</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Case of the Filched Falcon</div><div>U</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Hard-Hitting Question</div><div>6</div></div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hard-Hitting Question</div><div>6</div></div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Haywire Mite</div><div>1</div></div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Haywire Mite</div><div>1</div></div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Hollow Scavenger</div><div>26</div></div><div>Creature -- Wolf</div><div>{1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn.</div><div>3/2</div><div>-----ADVENTURE-----</div><div><div>Bakery Raid</div><div>6</div></div><div>Sorcery -- Adventure</div><div>Create a Food token. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hollow Scavenger</div><div>26</div></div><div>Creature -- Wolf</div><div>{1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn.</div><div>3/2</div><div>-----ADVENTURE-----</div><div><div>Bakery Raid</div><div>6</div></div><div>Sorcery -- Adventure</div><div>Create a Food token. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hollow Scavenger</div><div>26</div></div><div>Creature -- Wolf</div><div>{1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn.</div><div>3/2</div><div>-----ADVENTURE-----</div><div><div>Bakery Raid</div><div>6</div></div><div>Sorcery -- Adventure</div><div>Create a Food token. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hollow Scavenger</div><div>26</div></div><div>Creature -- Wolf</div><div>{1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn.</div><div>3/2</div><div>-----ADVENTURE-----</div><div><div>Bakery Raid</div><div>6</div></div><div>Sorcery -- Adventure</div><div>Create a Food token. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Island

Basic Land -- Island

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

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Island

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

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Lush Oasis

Land -- Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ②

Creature -- Human Pirate

Defender
As long as an artifact entered the battlefield under your control this turn, this creature can attack as though it didn't have defender.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Pirate

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Spyglass Siren U </div> <div> Creature -- Siren Pirate </div> <div> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Spyglass Siren U </div> <div> Creature -- Siren Pirate </div> <div> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Spyglass Siren U </div> <div> Creature -- Siren Pirate </div> <div> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Spyglass Siren U </div> <div> Creature -- Siren Pirate </div> <div> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>
<div> <div> Tough Cookie 1G </div> <div> Artifact Creature -- Food Golem </div> <div> When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life. </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Tough Cookie 1G </div> <div> Artifact Creature -- Food Golem </div> <div> When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life. </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Tough Cookie 1G </div> <div> Artifact Creature -- Food Golem </div> <div> When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life. </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Tough Cookie 1G </div> <div> Artifact Creature -- Food Golem </div> <div> When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life. </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>

Playtest cards - Aronnax - Standard (Brewers Cup I)

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 6/10 - 8 cards - 2.5 x 3.5 in each

<p>Unctus's Retrofitter ②①</p> <p>Creature -- Phyrexian Artificer</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Unctus's Retrofitter ②①</p> <p>Creature -- Phyrexian Artificer</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Unctus's Retrofitter ②①</p> <p>Creature -- Phyrexian Artificer</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Unctus's Retrofitter ②①</p> <p>Creature -- Phyrexian Artificer</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Welcome to Sweettooth ①⑥</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create a 1/1 white Human creature token. II -- Create a Food token. III -- Put X +1/+1 counters on target creature you control, where X is one plus the number of Foods you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Welcome to Sweettooth ①⑥</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create a 1/1 white Human creature token. II -- Create a Food token. III -- Put X +1/+1 counters on target creature you control, where X is one plus the number of Foods you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Welcome to Sweettooth ①⑥</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create a 1/1 white Human creature token. II -- Create a Food token. III -- Put X +1/+1 counters on target creature you control, where X is one plus the number of Foods you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Welcome to Sweettooth ①⑥</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create a 1/1 white Human creature token. II -- Create a Food token. III -- Put X +1/+1 counters on target creature you control, where X is one plus the number of Foods you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Zoetic Glyph2U</div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Zoetic Glyph2U</div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Zoetic Glyph2U</div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Zoetic Glyph2U</div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Change the Equation1U</div><div>Instant</div><div>Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Change the Equation1U</div><div>Instant</div><div>Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disruption ProtocolUU</div><div>Instant</div><div>As an additional cost to cast this spell, tap an untapped artifact you control or pay {1}. Counter target spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disruption ProtocolUU</div><div>Instant</div><div>As an additional cost to cast this spell, tap an untapped artifact you control or pay {1}. Counter target spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Hard-Hitting Question</div> <div>6</div> </div> <div>Sorcery</div> <div> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hard-Hitting Question</div> <div>6</div> </div> <div>Sorcery</div> <div> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Haywire Mite</div> <div>1</div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Haywire Mite</div> <div>1</div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Pick Your Poison</div> <div>6</div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pick Your Poison</div> <div>6</div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pick Your Poison</div> <div>6</div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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