

Aerie Auxiliary (3)(W) Creature -- Bird Soldier Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aerie Auxiliary (3)(W) Creature -- Bird Soldier Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Goblin (R)(W) Creature -- Goblin Warrior When this creature enters, you get {E}{E} (two energy counters). At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Goblin (R)(W) Creature -- Goblin Warrior When this creature enters, you get {E}{E} (two energy counters). At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Conduit Goblin (R)(W) Creature -- Goblin Warrior When this creature enters, you get {E}{E} (two energy counters). At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dog Umbra (1)(W) Enchantment -- Aura Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Discharge (R) Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glyph Elemental (1)(W) Enchantment Creature -- Elemental Bestow {1}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexgold Slith 1 W Creature -- Slith When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hexgold Slith 1 W Creature -- Slith When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspired Inventor 2 W Creature -- Human Artificer When this creature enters, choose one -- * You get {E}{E}{E} (three energy counters). * Put a +1/+1 counter on target creature. * Create a 1/1 colorless Servo artifact creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspired Inventor 2 W Creature -- Human Artificer When this creature enters, choose one -- * You get {E}{E}{E} (three energy counters). * Put a +1/+1 counter on target creature. * Create a 1/1 colorless Servo artifact creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Legion Leadership 1 R/W Instant Until end of turn, double target creature's power and it gains first strike. ----- BACK FACE ----- Legion Stronghold Land This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mandibular Kite W Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1 and has flying. Equip {3}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molten Gatekeeper 2 R Artifact Creature -- Golem Whenever another creature you control enters, this creature deals 1 damage to each opponent. Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - fil2hot - Limited (Limited Super Qualifier)

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 2/8 - 8 cards - 2.5 x 3.5 in each

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 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	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	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorgrass Ambush Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. -----BACK FACE----- Razorgrass Field Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rosecot Knight Creature -- Human Knight Vigilance When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scurry of Gremlins (2)(R)(W) Enchantment When this enchantment enters, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} (energy counters) equal to the number of creatures you control. Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smelted Chargebug (1)(R) Artifact Creature -- Insect Menace When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, another target attacking creature gets +1/+0 and gains menace until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smelted Chargebug (1)(R) Artifact Creature -- Insect Menace When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, another target attacking creature gets +1/+0 and gains menace until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm (1)(W) Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thriving Skyclaw (2)(R)(R) Creature -- Cat Dragon Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thriving Skyclaw (2)(R)(R) Creature -- Cat Dragon Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voltstorm Angel (3)(W)(W) Creature -- Angel Flying When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one -- * This creature gains vigilance and lifelink until end of turn. * Other creatures you control get +1/+1 until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voltstorm Angel (3)(W)(W) Creature -- Angel Flying When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one -- * This creature gains vigilance and lifelink until end of turn. * Other creatures you control get +1/+1 until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fil2hot - Limited (Limited Super Qualifier)

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 5/8 - 8 cards - 2.5 x 3.5 in each

Charitable Levy (1)(W) Enchantment Noncreature spells cost {1} more to cast. Whenever a player casts a noncreature spell, put a collection counter on this enchantment. Then if there are three or more collection counters on it, sacrifice it. If you do, draw a card, then you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cranial Ram (B)(R) Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +X/+1, where X is the number of artifacts you control. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disruptor Flute (2) Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadmobile (2)(B) Artifact -- Vehicle Menace {1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle. 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Electrozoa (2)(U) Creature -- Jellyfish Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of the Forgotten (3)(W) Creature -- Elephant Warrior Vigilance Whenever a modified creature you control dies, manifest the top card of your library. (Equipment, Auras you control, and counters are modifications. To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imskir Iron-Eater (6)(B)(R) Legendary Creature -- Demon Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down. {3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	K'rrik, Son of Yawgmoth (4)(BP)(BP)(BP) Legendary Creature -- Phyrexian Horror Minion ({B/P} can be paid with either {B} or 2 life.) Lifelink For each {B} in a cost, you may pay 2 life rather than pay that mana. Whenever you cast a black spell, put a +1/+1 counter on K'rrik. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fil2hot - Limited (Limited Super Qualifier)

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

Pearl Medallion 2 Artifact White spells you cast cost {1} less to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ([T]: Add [W].) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Powerbalance R R Enchantment Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skoa, Embermage 4 R R Legendary Creature -- Goblin Wizard When Skoa enters, it deals 4 damage to any target. Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sneaky Snacker U B Creature -- Faerie Rogue Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solstice Zealot 2 W Creature -- Rhino Cleric When this creature enters, you get {E}{E} (two energy counters). [T], Pay {E}: Tap target creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suppression Ray 3 W/U W/U Sorcery Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] ----- - - - BACK FACE - - - Orderly Plaza Land This land enters tapped. [T]: Add [W] or [U]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Skyclaw 2 R R Creature -- Cat Dragon Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wing It



Instant

Target creature gets +2/+2 until end of turn. Put a flying counter on it.
Scry 1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev