

Curious Pair 16 Creature -- Human Peasant 1/3 ----- ADVENTURE ----- Treats to Share 6 Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curious Pair 16 Creature -- Human Peasant 1/3 ----- ADVENTURE ----- Treats to Share 6 Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgewall Innkeeper 6 Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fierce Witchstalker 266 Creature -- Wolf Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 4/4 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	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 PLAYbotbox.dev	Garenbrig Carver Creature -- Human Warrior 3/2 -----ADVENTURE----- Shield's Might Instant -- Adventure Target creature gets +2/+2 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gingerbrute Artifact Creature -- Food Golem 1 Haste (This creature can attack and {T} as soon as it comes under your control.) {1}: This creature can't be blocked this turn except by creatures with haste. {2}, {T}, Sacrifice this creature: You gain 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grumgully, the Generous Legendary Creature -- Goblin Shaman 1R6 Each other non-Human creature you control enters with an additional +1/+1 counter on it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grumgully, the Generous ①②③

Legendary Creature -- Goblin Shaman

Each other non-Human creature you control enters with an additional +1/+1 counter on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Once Upon a Time 16 Instant If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outmuscle 36 Sorcery Put a +1/+1 counter on target creature you control, then it fights target creature you don't control. (Each deals damage equal to its power to the other.) Adamant -- If at least three green mana was spent to cast this spell, the creature you control gains indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampart Smasher R/R/R/R/R Creature -- Giant This creature can't be blocked by Knights or Walls. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rampart Smasher R/R/R/R/R Creature -- Giant This creature can't be blocked by Knights or Walls. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Return of the Wildspeaker 46 Instant Choose one -- * Draw cards equal to the greatest power among non-Human creatures you control. * Non-Human creatures you control get +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rimrock Knight 1R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder Rush R Instant -- Adventure Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rimrock Knight 1R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder Rush R Instant -- Adventure Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 987789987 - Limited (Limited Players Tour 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 4/16 - 8 cards - 2.5 x 3.5 in each

G

When this Equipment enters, attach it to target non-Human creature you control.
Equipped creature gets +2/+1.
Equip {5} ({5}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R

Searing Barrage deals 5 damage to target creature.
Adamant -- If at least three red mana was spent to cast this spell, Searing Barrage deals 3 damage to that creature's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Slaying Fire deals 3 damage to any target.

Adamant -- If at least three red mana was spent to cast this spell, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)

Reach, trample, protection from
multicolored
This creature enters with X +1/+1
counters on it.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whenever Syr Faren attacks, another target attacking creature gets +X/+X until end of turn, where X is Syr Faren's power.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

As an additional cost to cast this spell, discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

As an additional cost to cast this spell, discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{1}{R}: This creature gets +2/+0 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barrow Witches (4)(B) Creature -- Human Warlock When this creature enters, return target Knight card from your graveyard to your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bartered Cow (3)(W) Creature -- Ox When this creature dies and when you discard this card, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Belle of the Brawl (2)(B) Creature -- Human Knight Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature attacks, other Knights you control get +1/+0 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Belle of the Brawl (2)(B) Creature -- Human Knight Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature attacks, other Knights you control get +1/+0 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodhaze Wolverine (1)(R) Creature -- Wolverine Whenever you draw your second card each turn, this creature gets +1/+1 and gains first strike until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar (B) Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charmed Sleep (1)(U)(U) Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charmed Sleep (1)(U)(U) Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corridor Monitor 1U Artifact Creature -- Construct When this creature enters, untap target artifact or creature you control. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crashing Drawbridge 2 Artifact Creature -- Wall Defender {T}: Creatures you control gain haste until end of turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curious Pair 1G Creature -- Human Peasant [sideboard] 1/3 ----- ADVENTURE ----- Treats to Share G Sorcery -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Foretold 2WB Enchantment At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dwarven Mine Land -- Mountain ({T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye Collector B Creature -- Faerie Flying Whenever this creature deals combat damage to a player, each player mills a card. (Each player puts the top card of their library into their graveyard.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Guidemother W Creature -- Faerie Flying [sideboard] 1/1 ----- ADVENTURE ----- Gift of the Fae 1W Sorcery -- Adventure Target creature gets +2/+1 and gains flying until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ferocity of the Wilds 2R Enchantment Attacking non-Human creatures you control get +1/+0 and have trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Foreboding Fruit 2B Sorcery Target player draws two cards and loses 2 life. Adamant -- If at least three black mana was spent to cast this spell, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foulmire Knight B Creature -- Zombie Knight Deathtouch [sideboard] 1/1 --- ADVENTURE --- Profane Insight 2B Instant -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Frogify 1U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a blue Frog creature with base power and toughness 1/1. (It loses all other card types and creature types.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glass Casket 1W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glass Casket 1W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Idyllic Grange Land -- Plains ({T}: Add {W}.) This land enters tapped unless you control three or more other Plains. When this land enters untapped, put a +1/+1 counter on target creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Knight of the Keep Creature -- Human Knight [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lothwain Gargoyle Artifact Creature -- Gargoyle {4}: This creature gets +2/+0 and gains flying until end of turn. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lonesome Unicorn Creature -- Unicorn Vigilance [sideboard] 3/3 --- ADVENTURE --- Rider in Need Sorcery -- Adventure Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lonesome Unicorn Creature -- Unicorn Vigilance [sideboard] 3/3 --- ADVENTURE --- Rider in Need Sorcery -- Adventure Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lost Legion Creature -- Spirit Knight When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Secretkeeper Creature -- Merfolk Wizard [sideboard] 0/4 --- ADVENTURE --- Venture Deeper Sorcery -- Adventure Target player mills four cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Secretkeeper Creature -- Merfolk Wizard [sideboard] 0/4 --- ADVENTURE --- Venture Deeper Sorcery -- Adventure Target player mills four cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Moonlit Scavengers (5)(U) Creature -- Merfolk Rogue When this creature enters, if you control an artifact or enchantment, return target creature an opponent controls to its owner's hand. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oathsworn Knight (1)(B)(B) Creature -- Human Knight This creature enters with four +1/+1 counters on it. This creature attacks each combat if able. If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from it. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ogre Errant (3)(R) Creature -- Ogre Knight Whenever this creature attacks, another target attacking Knight gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outflank (W) Instant Outflank deals damage to target attacking or blocking creature equal to the number of creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 11/16 - 8 cards - 2.5 x 3.5 in each

Prized Griffin 4 W Creature -- Griffin Flying [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Queen of Ice 2 U Creature -- Human Noble Wizard Whenever this creature deals combat damage to a creature, tap that creature. It doesn't untap during its controller's next untap step. [sideboard] 2/3 ----- ADVENTURE ----- Rage of Winter 1 U Sorcery -- Adventure Tap target creature. It doesn't untap during its controller's next untap step. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Queen of Ice 2 U Creature -- Human Noble Wizard Whenever this creature deals combat damage to a creature, tap that creature. It doesn't untap during its controller's next untap step. [sideboard] 2/3 ----- ADVENTURE ----- Rage of Winter 1 U Sorcery -- Adventure Tap target creature. It doesn't untap during its controller's next untap step. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reaper of Night 5 B B Creature -- Specter Whenever this creature attacks, if defending player has two or fewer cards in hand, it gains flying until end of turn. [sideboard] 4/5 ----- ADVENTURE ----- Harvest Fear 3 B Sorcery -- Adventure Target opponent discards two cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reaper of Night 5 B B Creature -- Specter Whenever this creature attacks, if defending player has two or fewer cards in hand, it gains flying until end of turn. [sideboard] 4/5 ----- ADVENTURE ----- Harvest Fear 3 B Sorcery -- Adventure Target opponent discards two cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reaper of Night 5 B B Creature -- Specter Whenever this creature attacks, if defending player has two or fewer cards in hand, it gains flying until end of turn. [sideboard] 4/5 ----- ADVENTURE ----- Harvest Fear 3 B Sorcery -- Adventure Target opponent discards two cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reave Soul 1 B Sorcery Destroy target creature with power 3 or less. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resolute Rider W/B W/B W/B W/B Creature -- Human Knight {W/B}{W/B}: This creature gains lifelink until end of turn. {W/B}{W/B}{W/B}: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

Defender
{7}: This creature gets +2/+0 and gains trample until end of turn. It can attack this turn as though it didn't have defender.

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

Defender
{7}: This creature gets +2/+0 and gains trample until end of turn. It can attack this turn as though it didn't have defender.

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash
When this Equipment enters, attach it to target Knight you control. Equipped creature gets +0/+2 and has vigilance.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target opponent reveals their hand. You may choose a nonland card from it. If you do, that player exiles that card. If a nonblack card is exiled this way, exile a card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Flying
Whenever you draw your second card
each turn, this creature gets +2/+0
until end of turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Flying
Whenever you draw your second card each turn, this creature gets +2/+0 until end of turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tall as a Beanstalk36 Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3, has reach, and is a Giant in addition to its other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tempting Witch (2)(B) Creature -- Human Warlock When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}, {T}, Sacrifice a Food: Target player loses 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Cauldron of Eternity (19)(B)(B) Legendary Artifact This spell costs {2} less to cast for each creature card in your graveyard. Whenever a creature you control dies, put it on the bottom of its owner's library. {2}{B}, {T}, Pay 2 life: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tome Raider (2)(U) Creature -- Faerie Flying When this creature enters, draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	True Love's Kiss (2)(W)(W) Instant Exile target artifact or enchantment. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unexplained Vision (4)(U) Sorcery Draw three cards. Adamant -- If at least three blue mana was spent to cast this spell, scry 3. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wishful Merfolk (1)(U) Creature -- Merfolk Defender {1}{U}: This creature loses defender and becomes a Human until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wishful Merfolk (1)(U) Creature -- Merfolk Defender {1}{U}: This creature loses defender and becomes a Human until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Cottage Land -- Swamp ({T}: Add {B}.) This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Youthful Knight 1 W Creature -- Human Knight First strike [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Youthful Knight 1 W Creature -- Human Knight First strike [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev		