Angelfire Ignition {1}{R}{W}

Sorcery

Put two +1/+1 counters on target creature. It gains vigilance, trample, lifelink, indestructible, and haste until end of turn. Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assure {G/W}{G/W}

Instant

Put a +1/+1 counter on target creature. That creature gains indestructible until end of turn.

- - - RIGHT HALF - - -

Assemble {4}{G}{W}

Instant

Create three 2/2 green and white Elf Knight creature tokens with vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Put a +1/+1 counter on target creature. That creature gains indestructible until end of turn.

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Create three 2/2 green and white Elf Knight creature tokens with vigilance.

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Instant

Put a +1/+1 counter on target creature. That creature gains indestructible until end of turn.

- - - RIGHT HALF - - -

Assemble {4}{G}{W}

Instant

Create three 2/2 green and white Elf Knight creature tokens with vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Declaration in Stone {1}{W}

Sorcery

Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - syaik - Unknown format (MO ???99???#1 (?112????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Feather, the Redeemed {R}{W}{W}

Legendary Creature -- Angel

Flying
Whenever you cast an instant or sorcery spell that targets a creature you control, exile that card instead of putting it into your graveyard as it resolves. If you do, return it to your hand at the beginning of the next end step.

3/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Furycalm Snarl

Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {W}.

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{T}: Add {R} or {W}.

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Hall of Oracles

Land

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{T}: Put a +1/+1 counter on target creature. Activate only as a sorcery and only if you've cast an instant or sorcery spell this turn.

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Land

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{1}, {T}: Add one mana of any color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Informed Inkwright (1)(W)

Creature -- Human Wizard

Vigilance
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, create a 1/1 white and black Inkling creature token with flying.

2/2

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Launch the Fleet {W}

Sorcery

Strive -- This spell costs {1} more to cast for each target beyond the first.
Until end of turn, any number of target creatures each gain "Whenever this creature attacks, create a 1/1 white Soldier creature token that's tapped and attacking."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonin Lightscribe {1}{W}

Creature -- Cat Cleric

Magecraft -- Whenever you cast or copy an instant or sorcery spell, creatures you control get +1/+1 until end of turn.

2/2

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Mavinda, Students' Advocate {2}{W}

Legendary Creature -- Bird Advisor

Flying
{0}: You may cast target instant or sorcery card from your graveyard this turn. If that spell doesn't target a creature you control, it costs {8} more to cast this way. If that spell would be put into your graveyard, exile it instead. Activate only once each turn. (You still pay the spell's costs. Timing rules for the spell still apply.)

2/3

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Command {X}{R}

Sorcery

Choose two --
* Choose target player. They may discard up to X cards. Then they draw a card for each card discarded this way.
* This spell deals X damage to target creature.
* This spell deals X damage to target planeswalker.
* Target creature gets +X/+0 and gains haste until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needle Spires

Land

This land enters tapped.
{T}: Add {R} or {W}.
{2}{R}{W}: Until end of turn, this land becomes a 2/1 red and white Elemental creature with double strike. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {R} or {W}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stirring Hopesinger {2}{W}

Creature -- Bird Bard

Flying, lifelink
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on each creature you control.

1/3

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Triumph

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {W}.

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Char 2R

Instant

Char deals 4 damage to any target and 2 damage to you.

[sideboard]

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Collective Defiance {1}{R}{R}

Sorcery

Escalate {1} (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Target player discards all the cards in their hand, then draws that many cards.
* Collective Defiance deals 4 damage to target creature.
* Collective Defiance deals 3 damage to target opponent or planeswalker.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Witnesses {2}{W}{W}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Trooper {1}{R}{R}{W}

Creature -- Elemental Soldier

Trample, lifelink, haste
At the beginning of the end step, sacrifice this creature.

[sideboard]

6/1

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Spark Trooper (1)(R)(R)(W)

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