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

Bloodbraid Challenger {3}{R}{G}

Creature -- Elf Berserker

Cascade
Haste
Escape--{3}{R}{G}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haste
Escape--{3}{R}{G}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daredevil, Man Without Fear {2}{R}{W}

Legendary Creature -- Human Hero

Vigilance, haste
Radar Sense -- You may look at the top card of your library any time. Whenever you attack, you may exile the top card of your library. If that card is a Hero card, Daredevil gets +2/+1 until end of turn. You may play that card this turn.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortified Village

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortified Village

Land

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

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}.

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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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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon Blackblade {1}{W}{W}

Legendary Planeswalker -- Gideon

During your turn, Gideon Blackblade is a 4/4 Human Soldier creature with indestructible that's still a planeswalker.
Prevent all damage that would be dealt to Gideon Blackblade during your turn.
[+1]: Up to one other target creature you control gains your choice of vigilance, lifelink, or indestructible until end of turn.
[-6]: Exile target nonland permanent.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interdimensional Web Watch {4}

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.
{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interdimensional Web Watch {4}

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.
{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interdimensional Web Watch {4}

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.
{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luminarch Aspirant {1}{W}

Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maelstrom Artisan {1}{R}{R}

Creature -- Minotaur Sorcerer

Haste
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

3/2

- - - OTHER FACE - - -

Rocket Volley {1}{R}

Sorcery

Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Party Thrasher (1)(R)

Creature -- Lizard Wizard

Noncreature spells you cast from exile have convoke. (Each creature you tap while casting a noncreature spell from exile pays for {1} or one mana of that creature's color.)
At the beginning of your first main phase, you may discard a card. If you do, exile the top two cards of your library, then choose one of them. You may play that card this turn.

1/4

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pia Nalaar, Consul of Revival (R)(W)

Legendary Creature -- Human Artificer

Thopters you control have haste.
Whenever you play a land from exile or cast a spell from exile, create a 1/1 colorless Thopter artifact creature token with flying.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Response {R/W}{R/W}

Instant

Response deals 5 damage to target attacking or blocking creature.

- - - RIGHT HALF - - -

Resurgence {3}{R}{W}

Sorcery

Creatures you control gain first strike and vigilance until end of turn. After this main phase, there is an additional combat phase followed by an additional main phase.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Response deals 5 damage to target attacking or blocking creature.

- - - RIGHT HALF - - -

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Rocco, Street Chef (R)(G)(W)

Legendary Creature -- Elf Druid

At the beginning of your end step, each player exiles the top card of their library. Until your next end step, each player may play the card they exiled this way.
Whenever a player plays a land from exile or casts a spell from exile, you put a +1/+1 counter on target creature and create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scattered Groves

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of the Goblin (1)(R)

Enchantment

Unreliable Visions -- At the beginning of your first main phase, discard a card. If you do, draw a card.
Undying Vengeance -- Whenever you play a land or cast a spell from anywhere other than your hand, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sheltered Thicket

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered Thicket

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suspend Aggression {1}{R}{W}

Instant

Exile target nonland permanent and the top card of your library. For each of those cards, its owner may play it until the end of their next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Abandon

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 {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Plenty

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 {G} or {W}.

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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 {G} or {W}.

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

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

Unexpectedly Absent {X}{W}{W}

Instant

Put target nonland permanent into its owner's library just beneath the top X cards of that library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Clarion {1}{R}{W}

Sorcery

Choose one or both --
* Deafening Clarion deals 3 damage to each creature.
* Creatures you control gain lifelink until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Clarion {1}{R}{W}

Sorcery

Choose one or both --
* Deafening Clarion deals 3 damage to each creature.
* Creatures you control gain lifelink until end of turn.

[sideboard]

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.

[sideboard]

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Gideon Blackblade {1}{W}{W}

Legendary Planeswalker -- Gideon

During your turn, Gideon Blackblade is a 4/4 Human Soldier creature with indestructible that's still a planeswalker.
Prevent all damage that would be dealt to Gideon Blackblade during your turn.
[+1]: Up to one other target creature you control gains your choice of vigilance, lifelink, or indestructible until end of turn.
[-6]: Exile target nonland permanent.

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwing Gryff {2}{W}

Creature -- Hippogriff

Flash
Flying
Creatures entering don't cause abilities to trigger.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Hippogriff

Flash
Flying
Creatures entering don't cause abilities to trigger.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remorseful Cleric {1}{W}

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile target player's graveyard.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile target player's graveyard.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solar Blaze {2}{R}{W}

Sorcery

Each creature deals damage to itself equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solar Blaze {2}{R}{W}

Sorcery

Each creature deals damage to itself equal to its power.

[sideboard]

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