Aurelia's Vindicator {2}{W}{W}

Creature -- Angel

Flying, lifelink, ward {2}
Disguise {X}{3}{W}
When this creature is turned face up, exile up to X other target creatures from the battlefield and/or creature cards from graveyards.
When this creature leaves the battlefield, return the exiled cards to their owners' hands.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature leaves the battlefield, return the exiled cards to their owners' hands.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Axebane Ferox {2}{G}{G}

Creature -- Beast

Deathtouch, haste
Ward--Collect evidence 4. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player exiles cards with total mana value 4 or greater from their graveyard.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baneslayer Angel {3}{W}{W}

Creature -- Angel

Flying, first strike, lifelink, protection from Demons and from Dragons

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baneslayer Angel {3}{W}{W}

Creature -- Angel

Flying, first strike, lifelink, protection from Demons and from Dragons

5/5

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Baneslayer Angel {3}{W}{W}

Creature -- Angel

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5/5

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Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color.

0/1

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Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cosmic Rebirth {1}{G}{W}

Instant

Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.
You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.
You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elephant Guide {2}{G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +3/+3.
When enchanted creature dies, create a 3/3 green Elephant creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elephant Guide {2}{G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +3/+3.
When enchanted creature dies, create a 3/3 green Elephant creature token.

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Elspeth, Knight-Errant (2)(W)(W)

Legendary Planeswalker -- Elspeth

[+1]: Create a 1/1 white Soldier creature token.
[+1]: Target creature gets +3/+3 and gains flying until end of turn.
[-8]: You get an emblem with "Artifacts, creatures, enchantments, and lands you control have indestructible."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garruk Wildspeaker (2)(G)(G)

Legendary Planeswalker -- Garruk

[+1]: Untap two target lands.
[-1]: Create a 3/3 green Beast creature token.
[-4]: Creatures you control get +3/+3 and gain trample until end of turn.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garruk Wildspeaker (2)(G)(G)

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nantuko Monastery

Land

{T}: Add {C}.
Threshold -- {G}{W}: This land becomes a 4/4 green and white Insect Monk creature with first strike until end of turn. It's still a land. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

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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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigarda, Font of Blessings {2}{G}{W}

Legendary Creature -- Angel

Flying
Other permanents you control have hexproof.
You may look at the top card of your library any time.
You may cast Angel spells and Human spells from the top of your library.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunpetal Grove

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback {2}{G}

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
* You gain 4 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trostani, Three Whispers {G}{G/W}{W}

Legendary Creature -- Dryad

{1}{G}: Target creature gains deathtouch until end of turn.
{G/W}: Target creature gains vigilance until end of turn.
{2}{W}: Target creature gains double strike until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}{W}: Target creature gains double strike until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fauna Shaman {1}{G}

Creature -- Elf Shaman

{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fauna Shaman {1}{G}

Creature -- Elf Shaman

{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard-Hitting Question {G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

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Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metropolis Reformer {2}{W}

Creature -- Angel Cleric

Flying, vigilance
You have hexproof.
Whenever this creature is dealt damage, you gain that much life.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metropolis Reformer {2}{W}

Creature -- Angel Cleric

Flying, vigilance
You have hexproof.
Whenever this creature is dealt damage, you gain that much life.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison {G}

Sorcery

Choose one --
* 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
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[sideboard]

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[sideboard]

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Choose one --
* 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

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Relic of Progenitus 1

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus 1

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus 1

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[sideboard]

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