

Adventurous Eater 2B Creature -- Human Warlock This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 3/2 Have a Bite B Sorcery Put a +1/+1 counter on target creature. You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adventurous Eater 2B Creature -- Human Warlock This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 3/2 Have a Bite B Sorcery Put a +1/+1 counter on target creature. You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani's Response 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. 2/3 Seething Song 2R Instant Add {R}{R}{R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Antiquities on the Loose 1WWW Sorcery Create two 2/2 red and white Spirit creature tokens. Then if this spell was cast from anywhere other than your hand, put a +1/+1 counter on each Spirit you control. Flashback {4}{W}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ascendant Dustspeaker 4W Creature -- Orc Cleric Flying When this creature enters, put a +1/+1 counter on another target creature you control. At the beginning of combat on your turn, exile up to one target card from a graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ascendant Dustspeaker 4W Creature -- Orc Cleric Flying When this creature enters, put a +1/+1 counter on another target creature you control. At the beginning of combat on your turn, exile up to one target card from a graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazing Firesinger 2R Creature -- Dwarf Bard This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 2/3 Seething Song 2R Instant Add {R}{R}{R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Borrowed Knowledge 2RRW Sorcery Choose one -- * Discard your hand, then draw cards equal to the number of cards in target opponent's hand. * Discard your hand, then draw cards equal to the number of cards discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expressive Firedancer 1 R Creature -- Human Sorcerer Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, this creature also gains double strike until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fields of Strife Land This land enters tapped. {T}: Add {R} or {W}. {2}{R}{W}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forum of Amity Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grave Researcher 2 B Creature -- Troll Warlock At the beginning of your upkeep, surveil 1. Then if there are three or more creature cards in your graveyard, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 3/3 OTHER FACE Reanimate B Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Great Hall of the Biblioplex Land {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Group Project 1 W Sorcery Create a 2/2 red and white Spirit creature token. Flashback--Tap three untapped creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heated Argument 4 R Instant Heated Argument deals 6 damage to target creature. You may exile a card from your graveyard. If you do, Heated Argument also deals 2 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperious Inkmage 1WB Creature -- Orc Warlock Vigilance When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inkshape Demonstrator 3W Creature -- Elephant Cleric Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature gets +1/+0 and gains lifelink until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inkshape Demonstrator 3W Creature -- Elephant Cleric Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature gets +1/+0 and gains lifelink until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kirol, History Buff RW Legendary Creature -- Vampire Cleric Whenever one or more cards leave your graveyard, Kirol becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 2/3 ----- OTHER FACE ----- Pack a Punch 1RW Sorcery Mill a card. Put two +1/+1 counters on target creature. It gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kirol, History Buff RW Legendary Creature -- Vampire Cleric Whenever one or more cards leave your graveyard, Kirol becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 2/3 ----- OTHER FACE ----- Pack a Punch 1RW Sorcery Mill a card. Put two +1/+1 counters on target creature. It gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magmablood Archaic 2/R2/R2/R Creature -- Avatar Reach, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 until end of turn for each color of mana spent to cast that spell. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masterful Flourish B Instant Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masterful Flourish B Instant Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, each opponent loses 1 life and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ward--Pay 3 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3 life.) Whenever you cast an instant or sorcery spell, you may sacrifice an artifact. If you do, copy that spell and you may choose new targets for the copy.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Owlin Historian 2 W Creature -- Bird Cleric Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Whenever one or more cards leave your graveyard, this creature gets +1/+1 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Potioner's Trove 3 Artifact {T}: Add one mana of any color. {T}: You gain 2 life. Activate only if you've cast an instant or sorcery spell this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color.
{T}: You gain 2 life. Activate only if you've cast an instant or sorcery spell this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Return up to two target creature cards from your graveyard to your hand. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Return up to two target creature cards from your graveyard to your hand. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You gain 2 life. You may discard a card. If you do, draw two cards. 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

WB

Menace (This creature can't be blocked except by two or more creatures.)

Reprieve -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.

When this creature dies, if it had counters on it, put those counters on up to one target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Menace (This creature can't be blocked except by two or more creatures.)

Reprieve -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.

When this creature dies, if it had counters on it, put those counters on up to one target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

When you cast this spell while you control a creature, you may copy this spell. Each player sacrifices a creature of their choice. Each opponent loses 1 life and you gain 1 life.

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2 R W

Trample, lifelink
At the beginning of combat on your turn, exile up to one target card from a graveyard.

4/4

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① W

{W}, Exile this card from your graveyard: You gain 2 life. Surveil 1. Activate only as a sorcery. (Look at the top card of your library. You may put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W

Vigilance
 {1}{W}: Return this card from your graveyard to your hand. Activate only as a sorcery.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tackle Artist (3)(R) Creature -- Orc Sorcerer Trample Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, put two +1/+1 counters on this creature instead. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tackle Artist (3)(R) Creature -- Orc Sorcerer Trample Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, put two +1/+1 counters on this creature instead. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Dawning Archaic (18) Legendary Creature -- Avatar This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Reach Whenever The Dawning Archaic attacks, you may cast target instant or sorcery card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Transcendent Archaic (7) Creature -- Avatar Vigilance Converge -- When this creature enters, you may draw X cards, where X is the number of colors of mana spent to cast this spell. If you draw one or more cards this way, discard two cards. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wilt in the Heat (2)(R)(W) Instant This spell costs {2} less to cast if one or more cards left your graveyard this turn. Wilt in the Heat deals 5 damage to target creature. If that creature would die this turn, exile it instead. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zombify (3)(B) Sorcery Return target creature card from your graveyard to the battlefield. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biblioplex Tomekeeper (4) Artifact Creature -- Construct When this creature enters, choose up to one -- * Target creature becomes prepared. (Only creatures with prepare spells can become prepared.) * Target creature becomes unprepared. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biblioplex Tomekeeper (4) Artifact Creature -- Construct When this creature enters, choose up to one -- * Target creature becomes prepared. (Only creatures with prepare spells can become prepared.) * Target creature becomes unprepared. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, choose up to one --

- * Target creature becomes prepared. (Only creatures with prepare spells can become prepared.)
- * Target creature becomes unprepared.

3/4

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① R R

Choose one --

- * Brotherhood's End deals 3 damage to each creature and each planeswalker.
- * Destroy all artifacts with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Destroy target artifact,
enchantment, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Destroy target artifact,
enchantment, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fracture W B Instant Destroy target artifact, enchantment, or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverquill Charm W B Instant Choose one -- * Put two +1/+1 counters on target creature. * Exile target creature with power 2 or less. * Each opponent loses 3 life and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverquill Charm W B Instant Choose one -- * Put two +1/+1 counters on target creature. * Exile target creature with power 2 or less. * Each opponent loses 3 life and you gain 3 life. [sideboard] 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. [sideboard] 1/3 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			