Ajani Goldmane {2}{W}{W}

Legendary Planeswalker -- Ajani

[+1]: You gain 2 life.
[-1]: Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.
[-6]: Create a white Avatar creature token. It has "This token's power and toughness are each equal to your life total."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angel's Feather {2}

Artifact

Whenever a player casts a white spell, you may gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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4/2

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

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

0/1

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Creature -- Bird

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - maximusprime04 - FreeForm (Fantasy Standard Weekly) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Creature -- Bird

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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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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.
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You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Ruins

Land

{T}: Add {C}.
{2}, {T}: Put two +1/+1 counters on target non-Human creature that entered this turn.

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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({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

Playtest cards - maximusprime04 - FreeForm (Fantasy Standard Weekly) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Garruk Wildspeaker (2)(G)(G)

Legendary Planeswalker -- Garruk

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[-1]: Create a 3/3 green Beast creature token.
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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

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

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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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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.

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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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Basic Land -- Plains

({T}: Add {W}.)

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Playtest cards - maximusprime04 - FreeForm (Fantasy Standard Weekly) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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

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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}.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Safekeeper (G)

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenth District Hero (1)(W)

Creature -- Human

{1}{W}, Collect evidence 2: This creature becomes a Human Detective with base power and toughness 4/4 and gains vigilance.
{2}{W}, Collect evidence 4: If this creature is a Detective, it becomes a legendary creature named Mileva, the Stalwart, it has base power and toughness 5/5, and it gains "Other creatures you control have indestructible."

2/3

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

To Arms! (1)(W)

Instant

Untap all creatures you control.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wojek Investigator {2}{W}

Creature -- Angel Detective

Flying, vigilance
At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wurm's Tooth {2}

Artifact

Whenever a player casts a green spell, you may gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Back to Nature {1}{G}

Instant

Destroy all enchantments.

[sideboard]

Back to Nature {1}{G}

Instant

Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Back to Nature {1}{G}

Instant

Destroy all enchantments.

[sideboard]

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

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunting Grounds {G}{W}

Enchantment

Threshold -- As long as there are seven or more cards in your graveyard, this enchantment has "Whenever an opponent casts a spell, you may put a creature card from your hand onto the battlefield."

[sideboard]

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

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* Each opponent sacrifices an artifact of their choice.
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* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Qasali Ambusher {1}{G}{W}

Creature -- Cat Warrior

Reach
If a creature is attacking you and you control a Forest and a Plains, you may cast this creature without paying its mana cost and as though it had flash.

[sideboard]

2/3

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2/3

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Qasali Ambusher (1)(G)(W)

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[sideboard]

2/3

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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Artifact

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

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