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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Convenient Target (R)

Enchantment -- Aura

Enchant creature
When this Aura enters, suspect enchanted creature. (It has menace and can't block.)
Enchanted creature gets +1/+1.
{2}{R}: Return this card from your graveyard to your hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Danitha, New Benalia's Light (1)(G)(W)

Legendary Creature -- Human Knight

Vigilance, trample, lifelink
Once during each of your turns, you may cast an Aura or Equipment spell from your graveyard.

2/2

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Playtest cards - CarM42 - FreeForm (Fantasy Standard Weekly) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knife {R}

Artifact -- Clue Equipment

During your turn, equipped creature gets +1/+0 and has first strike.
{2}, Sacrifice this Equipment: Draw a card.
Equip {2}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt

Instant

Lightning Bolt deals 3 damage to any target.

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootbound Crag

Land

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

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Rope (G)

Artifact -- Clue Equipment

Equipped creature gets +1/+2, has reach, and can't be blocked by more than one creature.
{2}, Sacrifice this Equipment: Draw a card.
Equip {3}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigil of Distinction (X)

Artifact -- Equipment

This Equipment enters with X charge counters on it.
Equipped creature gets +1/+1 for each charge counter on this Equipment.
Equip--Remove a charge counter from this Equipment.

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Silhana Ledgewalker (1)(G)

Creature -- Elf Rogue

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked except by creatures with flying.

1/1

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Skarrg, the Rage Pits

Land

{T}: Add {C}.
{R}{G}, {T}: Target creature gets +1/+1 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Sunpetal Grove

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Vengeance (3)

Artifact -- Equipment

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Nacatl (G)

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.
This creature gets +1/+1 as long as you control a Plains.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrench {W}

Artifact -- Clue Equipment

Equipped creature gets +1/+1 and has vigilance and "{3}, {T}: Tap target creature."
{2}, Sacrifice this Equipment: Draw a card.
Equip {2}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Gateway Express {1}{W}

Enchantment -- Case

When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.
To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Creatures you control get +1/+0.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad Sophisticate {1}{G}

Creature -- Dryad

Nonbasic landwalk (This creature can't be blocked as long as defending player controls a nonbasic land.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/1

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.

[sideboard]

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[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]

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Pick Your Poison (G)

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[sideboard]

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Pyroclasm 1R

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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