

Land

This land enters tapped unless you control a basic land.

{T}: Add {W}.

{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

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Creature -- Boar Elk Bird Ox

When this creature dies, you gain 3 life.

{2}, Sacrifice this creature:

Destroy up to one target artifact or enchantment.

1/1

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Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it.

Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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<div>Erode</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Erode</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(T): Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(T): Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(T): Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(T): Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Mockingbird</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Bird Bard</div> <div> <div>Flying</div> <div>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Momo, Friendly Flier</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Legendary Creature -- Lemur Bat Ally</div> <div> <div>Flying</div> <div>The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Momo, Friendly Flier</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Legendary Creature -- Lemur Bat Ally</div> <div> <div>Flying</div> <div>The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Momo, Friendly Flier</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Legendary Creature -- Lemur Bat Ally</div> <div> <div>Flying</div> <div>The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

①

{T}, Tap an untapped creature you control: Add one mana of any color.

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3 W W

Flying

When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

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<div>Steamcore Scholar2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Steamcore Scholar2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Steamcore Scholar2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Steamcore Scholar2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
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