

Aerie Auxiliary (3)(W) Creature -- Bird Soldier Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aerie Auxiliary (3)(W) Creature -- Bird Soldier Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bespoke Battlewagon (3)(U) Artifact -- Vehicle {T}: You get {E}{E} (two energy counters). {T}, Pay {E}{E}: Tap target creature. {T}, Pay {E}{E}{E}: Draw a card. Pay {E}{E}{E}{E}: This Vehicle becomes an artifact creature until end of turn. Crew 4 [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cyclops Superconductor (1)(U)(R) Creature -- Cyclops Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, you get {E}{E}{E} (three energy counters). When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electrozoa (2)(U) Creature -- Jellyfish Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Envoy of the Ancestors (2)(W) Creature -- Human Cleric Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.) Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expel the Unworthy (1)(W) Sorcery Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Choose target creature with mana value 3 or less. If this spell was kicked, instead choose target creature. Exile the chosen creature, then its controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Devoid (This card has no color.)
Fanged Flames deals 4 damage to
target creature or planeswalker. If
that creature or planeswalker would
die this turn, exile it instead.

5/5

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5 R R

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
{R}: This creature gets +1/+0 until end of turn.

5/5

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① ② W

Bestow {1}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)

Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent.

Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura.

2/2

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W

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

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②③

When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.

1/4

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

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U R

If you would get one or more {E} (energy counters), you get that many plus one {E} instead.

{T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn.

U R

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

If you would get one or more {E} (energy counters), you get that many plus one {E} instead.

{T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn.

U R

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W

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)

W

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G W

Other creatures have base power and toughness 2/2 and are Bears in addition to their other types.

[sideboard]

2/2

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W

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)

Equipped creature gets +1/+1 and has flying.

Equip {3}{W}

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[sidebar]
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① W

Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sidebar]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Bestow {X}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
Enchanted creature gets +2/+2 and has mentor.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Bestow {3}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
Enchanted creature gets +2/+2 and has mentor.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Flying
When this creature enters, you get
{E}{E}{E} (three energy counters).
Whenever you attack, you may pay
{E}{E}. When you do, target creature
you control gains lifelink until end
of turn.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Flying
When this creature enters, you get
{E}{E}{E} (three energy counters).
Whenever you attack, you may pay
{E}{E}. When you do, target creature
you control gains lifelink until end
of turn.

[sideboard]

2/2

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Riddle Gate Gargoyle WU Artifact Creature -- Gargoyle Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rosecot Knight 4W Creature -- Human Knight Vigilance When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rush of Inspiration 1U/RU/R Instant Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters). [sideboard] ----- BACK FACE ----- Crackling Falls Land This land enters tapped. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltering Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shilgengar, Sire of Famine 3BB Legendary Creature -- Elder Demon Flying Sacrifice another creature: Create a Blood token. If you sacrificed an Angel this way, create a number of Blood tokens equal to its toughness instead. {W/B}{W/B}{W/B}, Sacrifice six Blood tokens: Return each creature card from your graveyard to the battlefield with a finality counter on it. Those creatures are Vampires in addition to their other types. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shrieking Drake U Creature -- Drake Flying When this creature enters, return a creature you control to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solstice Zealot 2W Creature -- Rhino Cleric When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tamiyo, Inquisitive Student Card [sideboard] ----- OTHER FACE ----- Tamiyo, Inquisitive Student Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo Meets the Story Circle 1U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn. II -- Discard any number of cards, then investigate twice for each card discarded this way. III -- Shuffle up to three target cards from your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo Meets the Story Circle 1U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn. II -- Discard any number of cards, then investigate twice for each card discarded this way. III -- Shuffle up to three target cards from your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tempest Harvester 1U Creature -- Merfolk Wizard When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The Creation of Avacyn 1BB Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a card, exile it face down, then shuffle. II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value. III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unfathomable Truths 4U Instant Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Orchid Phantom WW Creature -- Spirit Knight Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wight of the Reliquary (B)(G)

Creature -- Zombie Knight

Vigilance

This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

2/2

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Wing It (1)(W)

Instant

Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1.

[sideboard]

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