

Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Alesha, Who Laughs at Fate Legendary Creature -- Human Warrior First strike Whenever Alesha attacks, put a +1/+1 counter on it. Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alesha, Who Laughs at Fate Legendary Creature -- Human Warrior First strike Whenever Alesha attacks, put a +1/+1 counter on it. Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alesha, Who Laughs at Fate Legendary Creature -- Human Warrior First strike Whenever Alesha attacks, put a +1/+1 counter on it. Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of the Parish ^W Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Champion of the Parish W Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of the Parish W Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of the Parish W Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guide of Souls W Creature -- Human Cleric 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Guide of Souls W Creature -- Human Cleric 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guide of Souls W Creature -- Human Cleric 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guide of Souls W Creature -- Human Cleric 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jirina, Dauntless General WB Legendary Creature -- Human Soldier When Jirina enters, exile target player's graveyard. Sacrifice Jirina: Humans you control gain hexproof and indestructible until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jirina, Dauntless General (W)(B) Legendary Creature -- Human Soldier When Jirina enters, exile target player's graveyard. Sacrifice Jirina: Humans you control gain hexproof and indestructible until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Norin the Wary (R) Legendary Creature -- Human Warrior When a player casts a spell or a creature attacks, exile Norin. Return it to the battlefield under its owner's control at the beginning of the next end step. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Norin the Wary (R) Legendary Creature -- Human Warrior When a player casts a spell or a creature attacks, exile Norin. Return it to the battlefield under its owner's control at the beginning of the next end step. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Norin the Wary (R) Legendary Creature -- Human Warrior When a player casts a spell or a creature attacks, exile Norin. Return it to the battlefield under its owner's control at the beginning of the next end step. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflector Mage 1WU Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflector Mage 1WU Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflector Mage 1WU Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reflector Mage 1WU Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator UB Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator UB Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator UB Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thalia's Lieutenant 1 W Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thalia's Lieutenant 1 W Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thalia's Lieutenant 1 W Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thalia's Lieutenant 1 W Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unsettled Mariner W U Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unsettled Mariner W U Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unsettled Mariner W U Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter 3 W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 --- BACK FACE --- Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dawnbringer Cleric 1 W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drannith Magistrate 1 W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drannith Magistrate 1 W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaddock Teeg G W Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaddock Teeg G W Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Izzet Staticaster 1 U R Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Izzet Staticaster 1 U R Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outland Liberator 1 G Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 ----- BACK FACE ----- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanctifier en-Vec W W Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanctifier en-Vec W W Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sanctifier en-Vec W W Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suncleanser 1 W Creature -- Human Cleric When this creature enters, choose one -- * Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield. * Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suncleanser 1 W Creature -- Human Cleric When this creature enters, choose one -- * Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield. * Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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