Ancient Spring

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {W}{B}.

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Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archaeological Dig

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Add one mana of any color.

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Playtest cards - Christopher, Jason - Unknown format (The Land 007 - Moxen Are Forever - M sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Balancing Act {2}{W}{W}

Sorcery

Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balancing Act {2}{W}{W}

Sorcery

Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balancing Act {2}{W}{W}

Sorcery

Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Wish {1}{R}

Sorcery

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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Burning Wish {1}{R}

Sorcery

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep Analysis {3}{U}

Sorcery

Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep Analysis {3}{U}

Sorcery

Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Crevice

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {B}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {R}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {R}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Crevice

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {B}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulse {1}{U}

Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Impulse (1)(U)

Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irrigation Ditch

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irrigation Ditch

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion's Eye Diamond (0)

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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Lion's Eye Diamond (0)

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orim's Chant (W)

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quiet Speculation {1}{U}

Sorcery

Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quiet Speculation {1}{U}

Sorcery

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Sorcery

Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravaged Highlands

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recoup {1}{R}

Sorcery

Target sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (Mana cost includes color.)
Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roar of the Wurm {6}{G}

Sorcery

Create a 6/6 green Wurm creature token.
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Christopher, Jason - Unknown format (The Land 007 - Moxen Are Forever - M sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Sorcery

Create a 6/6 green Wurm creature token.
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruins of Trokair

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {W}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruins of Trokair

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {W}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {W}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruins of Trokair

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {W}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Svyelunite Temple

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {U}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Svyelunite Temple

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {U}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinder Farm

Land

This land enters tapped.
{T}: Add {G}.
{T}, Sacrifice this land: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinder Farm

Land

This land enters tapped.
{T}: Add {G}.
{T}, Sacrifice this land: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balancing Act (2)(W)(W)

Sorcery

Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chain of Vapor (U)

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

[sideboard]

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Chain of Vapor (U)

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devastating Dreams (R)(R)

Sorcery

As an additional cost to cast this spell, discard X cards at random. Each player sacrifices X lands of their choice. Devastating Dreams deals X damage to each creature.

[sideboard]

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Obliterate {6}{R}{R}

Sorcery

This spell can't be countered.
Destroy all artifacts, creatures, and lands. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overmaster {R}

Sorcery

The next instant or sorcery spell you cast this turn can't be countered.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ray of Revelation {1}{W}

Instant

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ray of Revelation {1}{W}

Instant

Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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