Abeyance {1}{W}

Instant

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abeyance {1}{W}

Instant

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Spring

Land

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

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This land enters tapped.
{T}: Add {U}.
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This land enters tapped.
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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

Archaeological Dig

Land

{T}: Add {C}.
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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

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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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Playtest cards - elpariah - Premodern v3 Group D8CAC5 (Balancing Act, Orim's Chant) (Premo sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

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

Fact or Fiction {3}{U}

Instant

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

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}.

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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

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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

Lotus Petal ⓪

Artifact

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

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Lotus Petal (0)

Artifact

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

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

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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Kicker {W} (You may pay an additional {W} as you cast this spell.)
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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

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

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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 1R

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 6G

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

Roar of the Wurm 6G

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.)

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

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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

Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleight of Hand (U)

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Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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

Svyelunite Temple

Land

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

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Land

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

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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

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

Breakthrough (X)(U)

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest.

[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)

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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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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

[sideboard]

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.)

[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

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

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[sideboard]

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Swords to Plowshares (W)

Instant

Exile target creature. Its controller gains life equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares (W)

Instant

Exile target creature. Its controller gains life equal to its power.

[sideboard]

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