Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Counter target spell.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firdoch Core {3}

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firdoch Core {3}

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Changeling (This card is every creature type.)
{T}: Add one mana of any color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kombat - Timeless (Timeless Artisan Metachallenge - May 2026) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Firdoch Core (3)

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic (R)

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Instant

Tiered (Choose one additional cost.)
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* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to Seatower

Land -- Island Gate

({T}: Add {U}.)
Gate to Seatower enters the battlefield tapped.
{3}{U}, {T}: Seek a nonland card. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Cosmos (1)(U)

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
As long as you control a Giant, you may cast this card from your graveyard by paying {U} rather than paying its mana cost. If you cast this card this way and it would be put into your graveyard, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Glimpse the Cosmos {1}{U}

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
As long as you control a Giant, you may cast this card from your graveyard by paying {U} rather than paying its mana cost. If you cast this card this way and it would be put into your graveyard, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

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Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistveil Plains

Land -- Plains

({T}: Add {W}.)
This land enters tapped.
{W}, {T}: Put target card from your graveyard on the bottom of your library. Activate only if you control two or more white permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Monastery

Land

This land enters tapped.
{T}: Add {U}, {R}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {U}, {R}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Monastery

Land

This land enters tapped.
{T}: Add {U}, {R}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismari Campus

Land

This land enters tapped.
{T}: Add {U} or {R}.
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismari Campus

Land

This land enters tapped.
{T}: Add {U} or {R}.
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismari Campus

Land

This land enters tapped.
{T}: Add {U} or {R}.
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

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Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stern Scolding {U}

Instant

Counter target creature spell with power or toughness 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up {2}{U}

Sorcery

Look at the top five cards of your library. Put two 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

Stock Up {2}{U}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

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

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Swords to Plowshares {W}

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
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As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timely Reinforcements {2}{W}

Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timely Reinforcements {2}{W}

Sorcery

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Twinmaw Stormbrood 5W

Creature -- Dragon

Flying
When this creature enters, you gain 5 life.

5/4

- - - ADVENTURE - - -

Charring Bite 1R

Sorcery -- Omen

Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dragon

Flying
When this creature enters, you gain 5 life.

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Sorcery -- Omen

Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter 3W

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 PLAY botbox.dev

Witch Enchanter 3W

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 PLAY botbox.dev

Dispel U

Instant

Counter target instant spell.

[sideboard]

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Instant

Counter target instant spell.

[sideboard]

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Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ixalan's Binding 3W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.
Your opponents can't cast spells with the same name as the exiled card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kombat - Timeless (Timeless Artisan Metachallenge - May 2026) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Ixalan's Binding {3}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.
Your opponents can't cast spells with the same name as the exiled card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage {R}

Sorcery

This spell can't be countered.
Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage {R}

Sorcery

This spell can't be countered.
Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Rampage {1}{R}{R}

Sorcery

Choose one --
* Ruinous Rampage deals 3 damage to each opponent.
* Exile all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Rampage {1}{R}{R}

Sorcery

Choose one --
* Ruinous Rampage deals 3 damage to each opponent.
* Exile all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone of Erech {1}

Legendary Artifact

If a creature an opponent controls would die, exile it instead.
{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone of Erech {1}

Legendary Artifact

If a creature an opponent controls would die, exile it instead.
{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge of Salvation {W}

Instant

You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.

[sideboard]

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You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Test of Talents {1}{U}

Instant

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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Instant

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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