Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

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This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Response {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped creature.
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Response {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped creature.
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Antiquities on the Loose {1}{W}{W}

Sorcery

Create two 2/2 red and white Spirit creature tokens. Then if this spell was cast from anywhere other than your hand, put a +1/+1 counter on each Spirit you control.
Flashback {4}{W}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Create two 2/2 red and white Spirit creature tokens. Then if this spell was cast from anywhere other than your hand, put a +1/+1 counter on each Spirit you control.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

Antiquities on the Loose {1}{W}{W}

Sorcery

Create two 2/2 red and white Spirit creature tokens. Then if this spell was cast from anywhere other than your hand, put a +1/+1 counter on each Spirit you control.
Flashback {4}{W}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etali's Favor {2}{R}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)
Enchanted creature gets +1/+1 and has trample.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fountainport

Land

{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountainport

Land

{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geological Appraiser (2)(R)(R)

Creature -- Human Artificer

When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/10 - 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.

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/10 - 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.

Quintorius Kand {3}{R}{W}

Legendary Planeswalker -- Quintorius

Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life.
[+1]: Create a 3/2 red and white Spirit creature token.
[-3]: Discover 4.
[-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ride's End {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped permanent.
Exile target creature or Vehicle.

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Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sage of the Skies {2}{W}

Creature -- Human Monk

When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)
Flying, lifelink

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

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Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinmaw Stormbrood {5}{W}

Creature -- Dragon

Flying
When this creature enters, you gain 5 life.

5/4

- - - ADVENTURE - - -

Charring Bite {1}{R}

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

Twinmaw Stormbrood {5}{W}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 7/10 - 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.

Virtue of Loyalty {3}{W}{W}

Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

- - - ADVENTURE - - -

Ardenvale Fealty {1}{W}

Instant -- Adventure

Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Response {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped creature.
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror {2}{W}

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Creature -- Dragon

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[sideboard]

3/3

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Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
When this creature enters, you gain 5 life.

[sideboard]

5/4

- - - ADVENTURE - - -

Charring Bite {1}{R}

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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 9/10 - 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.

Voice of Victory 1W

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Your opponents can't cast spells during your turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 10/10 - 3 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.