

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2G

Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.

{T}: Add one mana of any color.

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②⑥

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{T}: Add one mana of any color.

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Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

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Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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Land -- Swamp Mountain

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

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Land -- Forest Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Bring to Light (3)(G)(U) Sorcery Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring to Light (3)(G)(U) Sorcery Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring to Light (3)(G)(U) Sorcery Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring to Light (3)(G)(U) Sorcery Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deafening Clarion (1)(R)(W) Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elenda, Saint of Dusk (2)(W)(B) Legendary Creature -- Vampire Knight Lifelink, hexproof from instants As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Trov1 - Pioneer (????? (????-???? 25). ?????)

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sheet 2/12 - 8 cards - 2.5 x 3.5 in each

Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Indatha Triome

Land -- Plains Swamp Forest

([T]: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Jetmir's Garden

Land -- Mountain Forest Plains

(T}: Add {R}, {G}, or {W}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

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Ketria Triome

Land -- Forest Island Mountain

({T}: Add {G}, {U}, or {R}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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Ketria Triome

Land -- Forest Island Mountain

(T): Add {G}, {U}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

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Knight of Autumn

① ② ③

Creature -- Dryad Knight

When this creature enters, choose one --

- * Put two +1/+1 counters on this creature.
- * Destroy target artifact or enchantment.
- * You gain 4 life.

2/1

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Kolaghan's Command

①②③

Instant

Choose two --

- * Return target creature card from your graveyard to your hand.
- * Target player discards a card.
- * Destroy target artifact.
- * Kolaghan's Command deals 2 damage to any target.

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Leyline Binding

5 W

Enchantment

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

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Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix RW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Helix RW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix RW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maelstrom Pulse 1B6 Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nahiri, the Harbinger (2)(R)(W) Legendary Planeswalker -- Nahiri [+2]: You may discard a card. If you do, draw a card. [-2]: Exile target enchantment, tapped artifact, or tapped creature. [-8]: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle. It gains haste. Return it to your hand at the beginning of the next end step. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niv-Mizzet Reborn (W)(U)(B)(R)(G) Legendary Creature -- Dragon Avatar Flying When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niv-Mizzet Reborn (W)(U)(B)(R)(G) Legendary Creature -- Dragon Avatar Flying When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niv-Mizzet, Supreme (W)(U)(B)(R)(G) Legendary Creature -- Dragon Avatar Flying, hexproof from monocolored Each instant and sorcery card in your graveyard that's exactly two colors has jump-start. (You may cast that card from your graveyard by discarding a card in addition to paying its other costs. Then exile it.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Omnath, Locus of Creation (R)(G)(W)(U) Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omnath, Locus of Creation (R)(G)(W)(U) Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest (T): Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods (3)(G)(G) Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Trov1 - Pioneer (????? (????-???? 25). ?????)

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sheet 6/12 - 8 cards - 2.5 x 3.5 in each

Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--$\{1\}\{G\}\{G\}$ (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pillage the Bog BG Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot $\{1\}\{B\}\{G\}$ (You may pay $\{1\}\{B\}\{G\}$ and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pillage the Bog BG Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot $\{1\}\{B\}\{G\}$ (You may pay $\{1\}\{B\}\{G\}$ and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pillage the Bog BG Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot $\{1\}\{B\}\{G\}$ (You may pay $\{1\}\{B\}\{G\}$ and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains $\{T\}$: Add $\{W\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Tower Land -- Plains Island Swamp $\{T\}$: Add $\{W\}$, $\{U\}$, or $\{B\}$.) This land enters tapped. Cycling $\{3\}$ ($\{3\}$, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains $\{T\}$: Add $\{U\}$, $\{R\}$, or $\{W\}$.) This land enters tapped. Cycling $\{3\}$ ($\{3\}$, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Savai Triome Land -- Mountain Plains Swamp {T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spara's Headquarters Land -- Forest Plains Island {T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Caryatid ①⑥ Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}): Add {G} 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	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valki, God of Lies ①③ Legendary Creature -- God When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card. 2/1 --- BACK FACE --- Tibalt, Cosmic Impostor ⑤③③ Legendary Planeswalker -- Tibalt As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanishing Verse

W B

Instant

Exile target monocolored permanent.

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Vanishing Verse

WB

Instant

Exile target monocolored permanent.

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Vanishing Verse

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Vanishing Verse

WB

Instant

Exile target monocolored permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

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

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Xander 's Lounge

Land -- Island Swamp Mountain

(T): Add {U}, {B}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

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Yorion, Sky Nomad

3 (W/U) (W/U)

Legendary Creature -- Bird Serpent

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Flying

When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

4/5

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Zagoth Triome

Land -- Swamp Forest Island

({T}: Add {B}, {G}, or {U}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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Ziatora's Proving Ground Land -- Swamp Mountain Forest {T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashiok, Dream Render1UBUB Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Clarion1RW Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's VetoWU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dovin's VetoWU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Destroy target creature if it has mana value 2 or less.
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

3/1

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2 U B

Flash
If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.

3/1

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① ② B

Flash

When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.

Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

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① B

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

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1 B

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

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WB

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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