Choked Estury

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estury

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As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
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Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Foretold (2)(W)(B)

Enchantment

At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Foretold (2)(W)(B)

Enchantment

At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - FreeForm (MO ???99???#3 (?129????CS) 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.

Fetid Pools

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fetid Pools

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fetid Pools

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hatching Plans (1)(U)

Enchantment

When this enchantment is put into a graveyard from the battlefield, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hatching Plans (1)(U)

Enchantment

When this enchantment is put into a graveyard from the battlefield, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hatching Plans (1)(U)

Enchantment

When this enchantment is put into a graveyard from the battlefield, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hatching Plans (1)(U)

Enchantment

When this enchantment is put into a graveyard from the battlefield, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horned Loch-Whale

Card

- - - OTHER FACE - - -

Horned Loch-Whale

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Horned Loch-Whale

Card

- - - OTHER FACE - - -

Horned Loch-Whale

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya's Wrath {W}{W}{B}{B}

Sorcery

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kaya's Wrath {W}{W}{B}{B}

Sorcery

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya's Wrath {W}{W}{B}{B}

Sorcery

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ondu Inversion {6}{W}{W}

Sorcery

Destroy all nonland permanents.

- - - BACK FACE - - -

Ondu Skyruins

Land

This land enters tapped.
{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

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Porphyry Nodes {W}

Enchantment

At the beginning of your upkeep, destroy the creature with the least power. It can't be regenerated. If two or more creatures are tied for least power, you choose one of them. When there are no creatures on the battlefield, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Porphyry Nodes {W}

Enchantment

At the beginning of your upkeep, destroy the creature with the least power. It can't be regenerated. If two or more creatures are tied for least power, you choose one of them. When there are no creatures on the battlefield, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prairie Stream

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped unless you control two or more basic lands.

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Prairie Stream

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Prairie Stream

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resurgent Belief

Sorcery

Suspend 2--{1}{W} (Rather than cast this card from your hand, pay {1}{W} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)
Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Suspend 2--{1}{W} (Rather than cast this card from your hand, pay {1}{W} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)
Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Vent

Land

This land enters tapped.
{T}: Add {W} or {B}.
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Vent

Land

This land enters tapped.
{T}: Add {W} or {B}.
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shineshadow Snarl

Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shineshadow Snarl

Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Death of Gwen Stacy (2)(B)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature.
II -- Each player may discard a card. Each player who doesn't loses 3 life.
III -- Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Death of Gwen Stacy (2)(B)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature.
II -- Each player may discard a card. Each player who doesn't loses 3 life.
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The Death of Gwen Stacy (2)(B)

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I -- Destroy target creature.
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The Death of Gwen Stacy (2)(B)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature.
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III -- Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Raven's Warning (1)(W)(U)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Create a 1/1 blue Bird creature token with flying. You gain 2 life.
II -- Whenever one or more creatures you control with flying deal combat damage to a player this turn, look at that player's hand and draw a card.
III -- You may put a card you own from outside the game on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Raven's Warning {1}{W}{U}

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III -- You may put a card you own from outside the game on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timeless Dragon

Token Creature -- Zombie Dragon

Flying

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timeless Dragon

Token Creature -- Zombie Dragon

Flying

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treacherous Blessing {2}{B}

Enchantment

When this enchantment enters, draw three cards.
Whenever you cast a spell, you lose 1 life.
When this enchantment becomes the target of a spell or ability, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treacherous Blessing {2}{B}

Enchantment

When this enchantment enters, draw three cards.
Whenever you cast a spell, you lose 1 life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Unexpectedly Absent {X}{W}{W}

Instant

Put target nonland permanent into its owner's library just beneath the top X cards of that library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpectedly Absent {X}{W}{W}

Instant

Put target nonland permanent into its owner's library just beneath the top X cards of that library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpectedly Absent {X}{W}{W}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpectedly Absent {X}{W}{W}

Instant

Put target nonland permanent into its owner's library just beneath the top X cards of that library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromium, the Mutable {4}{W}{U}{B}

Legendary Creature -- Elder Dragon

Flash
This spell can't be countered.
Flying
Discard a card: Until end of turn, Chromium becomes a Human with base power and toughness 1/1, loses all abilities, and gains hexproof. It can't be blocked this turn.

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ertai Resurrected {2}{U}{B}

Legendary Creature -- Phyrexian Human Wizard

Flash
When Ertai Resurrected enters, choose up to one --
* Counter target spell, activated ability, or triggered ability. Its controller draws a card.
* Destroy another target creature or planeswalker. Its controller draws a card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ertai Resurrected {2}{U}{B}

Legendary Creature -- Phyrexian Human Wizard

Flash
When Ertai Resurrected enters, choose up to one --
* Counter target spell, activated ability, or triggered ability. Its controller draws a card.
* Destroy another target creature or planeswalker. Its controller draws a card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya, Intangible Slayer {3}{W}{W}{B}{B}

Legendary Planeswalker -- Kaya

Hexproof
[+2]: Each opponent loses 3 life and you gain 3 life.
[0]: You draw two cards. Then each opponent may scry 1.
[-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types.

[sideboard]

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kaya, Orzhov Usurper {1}{W}{B}

Legendary Planeswalker -- Kaya

[+1]: Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way.
[-1]: Exile target nonland permanent with mana value 1 or less.
[-5]: Kaya deals damage to target player equal to the number of cards that player owns in exile and you gain that much life.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya, Orzhov Usurper {1}{W}{B}

Legendary Planeswalker -- Kaya

[+1]: Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way.
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[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[-5]: Kaya deals damage to target player equal to the number of cards that player owns in exile and you gain that much life.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pulse of the Fields {1}{W}{W}

Instant

You gain 4 life. Then if an opponent has more life than you, return Pulse of the Fields to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resurgent Belief

Sorcery

Suspend 2--{1}{W} (Rather than cast this card from your hand, pay {1}{W} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)
Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thief of Sanity {1}{U}{B}

Creature -- Specter

Flying
Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

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[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Vengeance {1}{B}{B}

Sorcery

Creatures of the creature type of your choice get -3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Vengeance {1}{B}{B}

Sorcery

Creatures of the creature type of your choice get -3/-3 until end of turn.

[sideboard]

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