

<div> <div>Cease</div> <div> <div>1</div> <div>6/6</div> </div> </div> <div>Instant</div> <div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div> <div> <div> <div> <div>4</div> <div>6/6</div> <div>6/6</div> </div> <div>Desist</div> </div> <div>Sorcery</div> <div>Destroy all artifacts and enchantments.</div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Clever Impersonator</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Shapeshifter</div> <div>You may have this creature enter as a copy of any nonland permanent on the battlefield.</div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Clever Impersonator</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Shapeshifter</div> <div>You may have this creature enter as a copy of any nonland permanent on the battlefield.</div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Clifftop Retreat</div> </div> <div>Land</div> <div>This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Clifftop Retreat</div> </div> <div>Land</div> <div>This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Creative Outburst</div> <div> <div>3</div> <div>U</div> <div>U</div> <div>R</div> <div>R</div> </div> </div> <div>Instant</div> <div>Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Creative Outburst</div> <div> <div>3</div> <div>U</div> <div>U</div> <div>R</div> <div>R</div> </div> </div> <div>Instant</div> <div>Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Creative Outburst</div> <div> <div>3</div> <div>U</div> <div>U</div> <div>R</div> <div>R</div> </div> </div> <div>Instant</div> <div>Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Creative Outburst (3UUURR)</div> <div>Instant</div> <div>Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dig Through Time (6UUU)</div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dragonskull Summit</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dragonskull Summit</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Drowned Catacomb</div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hall of Storm Giants</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>({T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Leyline Binding5W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding5W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding5W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding5W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Magma Opus6UR</div><div>Instant</div><div>Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Magma Opus6UR</div><div>Instant</div><div>Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Magma Opus6UR</div><div>Instant</div><div>Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Magma Opus6UR</div><div>Instant</div><div>Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Mountain

Basic Land -- Mountain

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

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Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

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Plains

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Port of Karfell

Land

This land enters tapped.
{T}: Add {U}.
{3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.)

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③ ④ ⑤

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

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3 R W

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L 4

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Playtest cards - BlackDonut - Pioneer (Pioneer League)

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<div><div><div>Quintorius Kand</div><div>3RW</div></div><div>Legendary Planeswalker -- Quintorius</div><div>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.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Raffine's Tower</div></div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Raffine's Tower</div></div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Raffine's Tower</div></div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Realm-Cloaked Giant</div><div>5WW</div></div><div>Creature -- Giant</div><div>Vigilance</div><div>7/7</div><div>----- ADVENTURE -----</div><div><div>Cast Off</div><div>3WW</div></div><div>Sorcery -- Adventure</div><div>Destroy all non-Giant creatures. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Savai Triome</div></div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Savai Triome</div></div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Savai Triome</div></div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Savai Triome</div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spark Double</div><div>Creature -- Illusion</div><div>You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Sulfur Falls</div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Torrential Gearhulk (4)(U)(U)</div> <div>Artifact Creature -- Construct</div> <div>Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Torrential Gearhulk (4)(U)(U)</div> <div>Artifact Creature -- Construct</div> <div>Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Torrential Gearhulk (4)(U)(U)</div> <div>Artifact Creature -- Construct</div> <div>Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Playtest cards - BlackDonut - Pioneer (Pioneer League)

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<div> Trumpeting Carnosaur 4RR </div> <div> Creature -- Dinosaur </div> <div> Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. </div> <div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Xander's Lounge </div> <div> Land -- Island Swamp Mountain </div> <div> ({T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Xander's Lounge </div> <div> Land -- Island Swamp Mountain </div> <div> ({T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Yidaro, Wandering Monster 5RR </div> <div> Legendary Creature -- Dinosaur Turtle </div> <div> Trample, haste Cycling {1}{R} When you cycle this card, shuffle it into your library from your graveyard. If you've cycled a card named Yidaro, Wandering Monster four or more times this game, put it onto the battlefield from your graveyard instead. (Do this before you draw.) </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Bedeck R/RB/R </div> <div> Instant </div> <div> Target creature gets +3/-3 until end of turn. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Bedeck R/RB/R </div> <div> Instant </div> <div> Target creature gets +3/-3 until end of turn. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Chandra, Awakened Inferno 4RR </div> <div> Legendary Planeswalker -- Chandra </div> <div> This spell can't be countered. [+2]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you." [-3]: Chandra deals 3 damage to each non-Elemental creature. [-X]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead. </div> <div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Keruga, the Macrosage 3G/WG/W </div> <div> Legendary Creature -- Dinosaur Hippo </div> <div> Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater. </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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<div><div>Mirrorshell Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Artifact Creature -- Crab</div> <div>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</div> <div>[sideboard]</div> <div><div>5/7</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mirrorshell Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Artifact Creature -- Crab</div> <div>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</div> <div>[sideboard]</div> <div><div>5/7</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mirrorshell Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Artifact Creature -- Crab</div> <div>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</div> <div>[sideboard]</div> <div><div>5/7</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thought Distortion</div><div><div>4</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</div> <div>[sideboard]</div> <div><div>5/7</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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