

④

Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.

Pay 50 life: This artifact deals 50 damage to any target.

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WB

Ward--Pay 3 life.
Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

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2/2

WB

Ward--Pay 3 life.
Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

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2/2

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

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Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

G

Creature -- Merfolk Scout

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Ⓒ

Creature -- Merfolk Scout

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

G

Creature -- Merfolk Scout

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

X G G G

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

X G G G

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

XGGG

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

X G G G

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Collected Company

3 G

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Collected Company

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Deep-Cavern Bat

① ② B

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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Deep-Cavern Bat

1 B

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1/1

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Dina, Soul Steeper

B G

Legendary Creature -- Dryad Druid

Whenever you gain life, each opponent loses 1 life.

{1}, Sacrifice another creature: Dina gets +X/+0 until end of turn, where X is the sacrificed creature's power.

1/3

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Extraction Specialist

②②

Creature -- Human Rogue

Lifelink
When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extraction Specialist

② ② W

Creature -- Human Rogue

Lifelink
When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Lively Dirge</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lively Dirge</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lunarch Veteran</div><div><div>W</div></div></div> <div>Creature -- Human Cleric</div> <div>Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div><div>Luminous Phantom</div></div> <div>Creature -- Spirit Cleric</div> <div>Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lunarch Veteran</div><div><div>W</div></div></div> <div>Creature -- Human Cleric</div> <div>Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div><div>Luminous Phantom</div></div> <div>Creature -- Spirit Cleric</div> <div>Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Mana Confluence</div></div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mana Confluence</div></div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mana Confluence</div></div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mana Confluence</div></div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Overgrown Tomb <hr/> Land -- Swamp Forest <hr/> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Overgrown Tomb <hr/> Land -- Swamp Forest <hr/> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Overgrown Tomb <hr/> Land -- Swamp Forest <hr/> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Overgrown Tomb <hr/> Land -- Swamp Forest <hr/> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Plains <hr/> Basic Land -- Plains <hr/> ({T}: Add {W}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Prosperous Innkeeper ①⑥ <hr/> Creature -- Halfling Citizen <hr/> When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Prosperous Innkeeper ①⑥ <hr/> Creature -- Halfling Citizen <hr/> When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Prosperous Innkeeper ①⑥ <hr/> Creature -- Halfling Citizen <hr/> When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Prosperous Innkeeper (1)(G)</div> <div>Creature -- Halfling Citizen</div> <div>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Whenever another creature you control enters, you gain 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Return to the Ranks (X)(W)(W)</div> <div>Sorcery</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Selfless Savior (W)</div> <div>Creature -- Dog</div> <div>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Selfless Savior (W)</div> <div>Creature -- Dog</div> <div>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Sentinel of the Nameless City 26</div> <div>Creature -- Merfolk Warrior Scout</div> <div>Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sentinel of the Nameless City 26</div> <div>Creature -- Merfolk Warrior Scout</div> <div>Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Aven Interrupter (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fatal Push (B)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fatal Push (B)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fatal Push (B)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - tbrantl99 - Pioneer (Pioneer League)

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Knight of Dusk's Shadow</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Your opponents can't gain life.</p> <p>{1}{B}: This creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Liliana of the Veil</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Legendary Planeswalker -- Liliana</div> <div> <p>[+1]: Each player discards a card.</p> <p>[-2]: Target player sacrifices a creature.</p> <p>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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