Blast Zone

Land

This land enters with a charge counter on it.
{T}: Add {C}.
{X}{X}, {T}: Put X charge counters on this land.
{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blessed Alliance {1}{W}

Instant

Escalate {2} (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Target player gains 4 life.
* Untap up to two target creatures.
* Target opponent sacrifices an attacking creature of their choice.

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Candy Trail {1}

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Ardenvale

Land

This land enters tapped unless you control a Plains.
{T}: Add {W}.
{2}{W}{W}, {T}: Create a 1/1 white Human creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Ardenvale

Land

This land enters tapped unless you control a Plains.
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Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

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Sorcery

Destroy all creatures.

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Emergency Eject {2}{W}

Instant

Destroy target nonland permanent. Its controller creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

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Farewell {4}{W}{W}

Sorcery

Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farewell {4}{W}{W}

Sorcery

Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farewell {4}{W}{W}

Sorcery

Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farewell {4}{W}{W}

Sorcery

Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

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Playtest cards - MHayashi - Pioneer v3 Group 6043FA (Candy Trail, Mazemind Tome) (Pioneer sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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

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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

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.")

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March of Otherworldly Light {X}{W}

Instant

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Exile target artifact, creature, or enchantment with mana value X or less.

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Mazemind Tome {2}

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{2}, {T}, Put a page counter on this artifact: Draw a card.
When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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Settle the Wreckage {2}{W}{W}

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Settle the Wreckage {2}{W}{W}

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hour of Revelation {3}{W}{W}{W}

Sorcery

This spell costs {3} less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

This spell costs {3} less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lantern of the Lost {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{1}, {T}, Exile this artifact: Exile all cards from all graveyards, then draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

When this artifact enters, exile target card from a graveyard.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown {1}{W}{W}

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Topple the Statue {2}{W}

Instant

Tap target permanent. If it's an artifact, destroy it.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Topple the Statue {2}{W}

Instant

Tap target permanent. If it's an artifact, destroy it.
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Instant

Tap target permanent. If it's an artifact, destroy it.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zirda, the Dawnwaker {1}{R/W}{R/W}

Legendary Creature -- Elemental Fox

Companion -- Each permanent card in your starting deck has an activated ability. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Abilities you activate that aren't mana abilities cost {2} less to activate. This effect can't reduce the mana in that cost to less than one mana.
{1}, {T}: Target creature can't block this turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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