Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Archon of Emeria (2)(W)

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

2/3

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Playtest cards - Th_Flash - Legacy (Legacy League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Chaos Adventurer (3)(R)

Creature -- Human Barbarian

Trample
When this creature enters, you take the initiative.
Whenever this creature attacks, exile the top card of your library. If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn.

5/3

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Chalice of the Void (XX)

Artifact

This artifact enters with X charge counters on it.
Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

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Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

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City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fable of the Mirror-Breaker (2)(R)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
II -- You may discard up to two cards. If you do, draw that many cards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

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Forth Eorlingas! (X)(R)(W)

Sorcery

Create X 2/2 red Human Knight creature tokens with trample and haste.
Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.

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Karakas

Legendary Land

{T}: Add {W}.
{T}: Return target legendary creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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Lotus Petal {0}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({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

Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seasoned Dungeoneer {3}{W}

Creature -- Human Warrior

When this creature enters, you take the initiative.
Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (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 the creature, then put the card back or put it into your graveyard.)

3/4

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Touch the Spirit Realm {2}{W}

Enchantment

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.
Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Dismantler {1}{W}

Creature -- Human Artificer

Artifacts your opponents control enter tapped.
{X}{X}{W}, Sacrifice this creature: Destroy each artifact with mana value X.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kozilek, Butcher of Truth {10}

Legendary Creature -- Eldrazi

When you cast this spell, draw four cards.
Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)
When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

[sideboard]

12/12

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Loran of the Third Path {2}{W}

Legendary Creature -- Human Artificer

Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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Exile target artifact, creature, or enchantment with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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.

[sideboard]

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Swords to Plowshares (W)

Instant

Exile target creature. Its controller gains life equal to its power.

[sideboard]

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