Ancient Cornucopia (2)(G)

Artifact

Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archangel of Wrath (2)(W)(W)

Creature -- Angel

Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)
Flying, lifelink
When this creature enters, if it was kicked, it deals 2 damage to any target.
When this creature enters, if it was kicked twice, it deals 2 damage to any target.

3/4

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atraxa, Grand Unifier (3)(G)(W)(U)(B)

Legendary Creature -- Phyrexian Angel

Flying, vigilance, deathtouch, lifelink
When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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7/7

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Atraxa, Grand Unifier {3}{G}{W}{U}{B}

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Deadly Cover-Up {3}{B}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Depopulate {2}{W}{W}

Sorcery

Each player who controls a multicolored creature draws a card. Then destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Each player who controls a multicolored creature draws a card. Then destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herd Migration {6}{G}

Sorcery

Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control.
{1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ovmlcabrera - Standard (Standard Challenge 64) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Jace, the Perfected Mind (2)(U)(UP)

Legendary Planeswalker -- Jace

Compleated ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)
[+1]: Until your next turn, up to one target creature gets -3/-0.
[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.
[-X]: Target player mills three times X cards.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jetmir's Garden

Land -- Mountain Forest Plains

({T}: Add {R}, {G}, or {W}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jetmir's Garden

Land -- Mountain Forest Plains

({T}: Add {R}, {G}, or {W}.)
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Land -- Mountain Forest Plains

({T}: Add {R}, {G}, or {W}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding (5)(W)

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding (5)(W)

Enchantment

Flash
Domain -- This spell costs {1} less to cast for each basic land type among lands you control.
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Leyline Binding {5}{W}

Enchantment

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

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Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Make Your Own Luck {3}{G}{U}

Sorcery

Look at the top three cards of your library. You may exile a nonland card from among them. If you do, it becomes plotted. Put the rest into your hand. (You may cast it as a sorcery on a later turn without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Make Your Own Luck {3}{G}{U}

Sorcery

Look at the top three cards of your library. You may exile a nonland card from among them. If you do, it becomes plotted. Put the rest into your hand. (You may cast it as a sorcery on a later turn without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Farmland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Raffine's Tower

Land -- Plains Island Swamp

({T}: Add {W}, {U}, or {B}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Tower

Land -- Plains Island Swamp

({T}: Add {W}, {U}, or {B}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spara's Headquarters

Land -- Forest Plains Island

({T}: Add {G}, {W}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spara's Headquarters

Land -- Forest Plains Island

({T}: Add {G}, {W}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Up the Beanstalk {1}{G}

Enchantment

When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Blow {2}{W}

Instant

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Blow {2}{W}

Instant

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ovmlcabrera - Standard (Standard Challenge 64) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Lord Skitter, Sewer King 2B

Legendary Creature -- Rat Noble

Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard.
At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1U

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1U

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1U

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Ascended Animist 3GG(GP)(GP)

Legendary Planeswalker -- Nissa

Compleated ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)
[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.
[-1]: Destroy target artifact or enchantment.
[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.

[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace 1W

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

Rest in Peace 1W

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

The Wandering Emperor 2WW

Legendary Planeswalker

Flash
As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.
[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.
[-1]: Create a 2/2 white Samurai creature token with vigilance.
[-2]: Exile target tapped creature. You gain 2 life.

[sideboard]

L 3

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The Wandering Emperor 2WW

Legendary Planeswalker

Flash
As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.
[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.
[-1]: Create a 2/2 white Samurai creature token with vigilance.
[-2]: Exile target tapped creature. You gain 2 life.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder 2U

Creature -- Merfolk Wizard

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder 2U

Creature -- Merfolk Wizard

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ovmlcabrera - Standard (Standard Challenge 64) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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