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 Vantress

Land

This land enters tapped unless you control an Island.
{T}: Add {U}.
{2}{U}{U}, {T}: Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavalier of Dawn {2}{W}{W}{W}

Creature -- Elemental Knight

Vigilance
When this creature enters, destroy up to one target nonland permanent. Its controller creates a 3/3 colorless Golem artifact creature token.
When this creature dies, return target artifact or enchantment card from your graveyard to your hand.

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Change the Equation {1}{U}

Instant

Choose one --
* Counter target spell with mana value 2 or less.
* Counter target red or green spell with mana value 6 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Change the Equation {1}{U}

Instant

Choose one --
* Counter target spell with mana value 2 or less.
* Counter target red or green spell with mana value 6 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deduce {1}{U}

Instant

Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deduce {1}{U}

Instant

Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deserted Beach

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - chillichangas - Pioneer (Pioneer Challenge 64) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dovin's Veto {W}{U}

Instant

This spell can't be countered.
Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

This spell can't be countered.
Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

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 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Storm Giants

Land

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Plains Island

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Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Moonlight {1}{W}

Instant

Until end of turn, if a creature would enter and it wasn't cast, exile it instead.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Moonlight {1}{W}

Instant

Until end of turn, if a creature would enter and it wasn't cast, exile it instead.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Deluge {2}{U}{U}

Instant

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.
Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

Instant

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Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}: 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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shark Typhoon {5}{U}

Enchantment

Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.
Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)
When you cycle this card, create an X/X blue Shark creature token with flying.

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Sunken Citadel

Land -- Cave

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Verdict {1}{W}{W}{U}

Sorcery

This spell can't be countered.
Destroy all creatures.

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Sorcery

This spell can't be countered.
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Hero of Dominaria {3}{W}{U}

Legendary Planeswalker -- Teferi

[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.
[-3]: Put target nonland permanent into its owner's library third from the top.
[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

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

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Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Emperor {2}{W}{W}

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.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Emperor {2}{W}{W}

Legendary Planeswalker

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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.
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Flash
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[+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.
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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brimaz, King of Oreskos {1}{W}{W}

Legendary Creature -- Cat Soldier

Vigilance
Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking.
Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divine Smite {1}{W}

Instant

Target creature or planeswalker an opponent controls phases out. If that permanent is black, exile it instead. (If it phases out, treat it and anything attached to it as though they don't exist until its controller's next turn.)

[sideboard]

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[sideboard]

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Elspeth, Sun's Champion {4}{W}{W}

Legendary Planeswalker -- Elspeth

[+1]: Create three 1/1 white Soldier creature tokens.
[-3]: Destroy all creatures with power 4 or greater.
[-7]: You get an emblem with "Creatures you control get +2/+2 and have flying."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaheera, the Orphanguard {1}{G/W}{G/W}

Legendary Creature -- Cat Beast

Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Vigilance
Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute {2}{U}

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

[sideboard]

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Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narset, Parter of Veils {1}{U}{U}

Legendary Planeswalker -- Narset

Each opponent can't draw more than one card each turn.
[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Regal Caracal {3}{W}{W}

Creature -- Cat

Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)
When this creature enters, create two 1/1 white Cat creature tokens with lifelink.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/3

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]

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[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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Test of Talents {1}{U}

Instant

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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