

Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caretaker's Talent (2)(W) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Waldo- - Pioneer (Pioneer League)

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sheet 1/12 - 8 cards - 2.5 x 3.5 in each

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Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. 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	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 bothox.dev

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 hotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.de

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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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Sorcery

Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

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 hotbox.dev

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 bothox.de

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 PLAYbotbox.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 PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall 3 W W Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall 3 W W Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall 3 W W Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.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 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 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 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
Wedding Announcement (2)(W) Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wedding Announcement (2)(W) Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wedding Announcement (2)(W) Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wedding Announcement (2)(W) Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

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sheet 11/12 - 8 cards - 2.5 x 3.5 in each

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.

[sideboard]

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Hallowed Moonlight

① ② W

Instant

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

[sideboard]

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Heliod's Intervention (X)(W)(W)

X W W

Instant

Choose one --

- * Destroy X target artifacts and/or enchantments.
- * Target player gains twice X life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Blow

②③

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]

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Knockout Blow

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[sideboard]

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[sidebar]

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Yorion, Sky Nomad

3 (W/U) (W/U)

Legendary Creature -- Bird Serpent

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Flying
When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

[sideboard]

4/5

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