Arachne, Psionic Weaver {2}{W}

Legendary Creature -- Spider Human Hero

Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.)
As Arachne enters, look at an opponent's hand, then choose a card type other than creature.
Spells of the chosen type cost {1} more to cast.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - JWiggin - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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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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

Innkeeper's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mikey & Leo, Chaos & Order {G/W}{G/W}

Legendary Creature -- Mutant Ninja Turtle

Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Miles Morales {1}{G}

Legendary Creature -- Human Citizen Hero

When Miles Morales enters, put a +1/+1 counter on each of up to two target creatures.
{3}{R}{G}{W}: Transform Miles Morales. Activate only as a sorcery.

1/2

- - - BACK FACE - - -

Ultimate Spider-Man {3}{R}{G}{W}

Legendary Creature -- Spider Human Hero

First strike, haste
Camouflage -- {2}: Put a +1/+1 counter on Ultimate Spider-Man. He gains hexproof and becomes colorless until end of turn.
Whenever you attack, double the number of each kind of counter on each Spider and legendary creature you control.

4/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

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Playtest cards - JWiggin - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Ouroboroid {2}{G}{G}

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell {1}{G}

Instant

This spell costs {1} less to cast if you control a Turtle.
Put a +1/+1 counter on target creature you control. It gains trample, hexproof, and indestructible until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Manifestation {1}{R/G}

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

2/2

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Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Town

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stocking the Pantry Ⓖ

Enchantment

Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment.
{2}, Remove a supply counter from this enchantment: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment.
{2}, Remove a supply counter from this enchantment: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trash the Town Ⓖ

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Put two +1/+1 counters on target creature.
+ {1} -- Target creature gains trample until end of turn.
+ {1} -- Until end of turn, target creature gains "Whenever this creature deals combat damage to a player, draw two cards."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - JWiggin - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Twitching Doll (1)(G)

Artifact Creature -- Spider Toy

{T}: Add one mana of any color. Put a nest counter on this creature.
{T}, Sacrifice this creature: Create a 2/2 green Spider creature token with reach for each counter on this creature. Activate only as a sorcery.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gene Pollinator (G)

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gene Pollinator (G)

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Germination Practicum (3)(G)(G)

Sorcery -- Lesson

Put two +1/+1 counters on each creature you control.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JWiggin - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Germination Practicum {3}{G}{G}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Royal Treatment {G}

Instant

Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Royal Treatment {G}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell {1}{G}

Instant

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[sideboard]

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Spider Manifestation {1}{R/G}

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
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[sideboard]

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[sideboard]

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Trash the Town {G}

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