Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badgermole Cub (1)(G)

Creature -- Badger Mole

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional {G}.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Fragkoulis, Sotirios Eleftherios - Standard (Ultimate Guard European Magi sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth, Storm Slayer {3}{W}{W}

Legendary Planeswalker -- Elspeth

If one or more tokens would be created under your control, twice that many of those tokens are created instead.
[+1]: Create a 1/1 white Soldier creature token.
[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.
[-3]: Destroy target creature an opponent controls with mana value 3 or greater.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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({T}: Add {G}.)

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Robot Insect

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keen-Eyed Curator {G}{G}

Creature -- Raccoon Scout

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.
{1}: Exile target card from a graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leatherhead, Swamp Stalker {2}{G}{G}

Legendary Creature -- Crocodile Mutant Rogue

Trample
Leatherhead enters with a hexproof counter on her.
Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Pawpatch Recruit {G}

Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Trample
Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Practiced Offense {2}{W}

Sorcery

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.
Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surrak, Elusive Hunter {2}{G}

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trample
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
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 -- Forest Plains

({T}: Add {G} or {W}.)
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Tyvar, the Pummeler {1}{G}{G}

Legendary Creature -- Elf Warrior

Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.
{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth, Storm Slayer {3}{W}{W}

Legendary Planeswalker -- Elspeth

If one or more tokens would be created under your control, twice that many of those tokens are created instead.
[+1]: Create a 1/1 white Soldier creature token.
[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.
[-3]: Destroy target creature an opponent controls with mana value 3 or greater.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keen-Eyed Curator {G}{G}

Creature -- Raccoon Scout

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.
{1}: Exile target card from a graveyard.

[sideboard]

3/3

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Leatherhead, Swamp Stalker 2GG

Legendary Creature -- Crocodile Mutant Rogue

Trample
Leatherhead enters with a hexproof counter on her.
Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.

[sideboard]

5/4

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[sideboard]

5/4

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

Restoration Magic W

Instant

Tiered (Choose one additional cost.)
* Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn.
* Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life.
* Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restoration Magic W

Instant

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* Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts 1W

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Enchanted creature gets +1/+0 and has lifelink and ward {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Fragkoulis, Sotirios Eleftherios - Standard (Ultimate Guard European Magi sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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