Aang, Swift Savior {1}{W}{U}

Legendary Creature -- Human Avatar Ally

Flash
Flying
When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.)
Waterbend {8}: Transform Aang.

2/3

- - - BACK FACE - - -

Aang and La, Ocean's Fury

Legendary Creature -- Avatar Spirit Ally

Reach, trample
Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Cosmogrand Zenith {2}{W}

Creature -- Human Soldier

Whenever you cast your second spell each turn, choose one --
* Create two 1/1 white Human Soldier creature tokens.
* Put a +1/+1 counter on each creature you control.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daydream {W}

Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Cygnus - Azorius Momo (Standard Challenge 32) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Daydream (W)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

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{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gran-Gran (U)

Legendary Creature -- Human Peasant Ally

Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haliya, Guided by Light (2)(W)

Legendary Creature -- Human Soldier

Whenever Haliya or another creature or artifact you control enters, you gain 1 life.
At the beginning of your end step, draw a card if you've gained 3 or more life this turn.
Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

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

({T}: Add {W} or {U}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momo, Friendly Flier (W)

Legendary Creature -- Lemur Bat Ally

Flying
The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.
Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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.

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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As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
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Multiversal Passage

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Pixie (W)

Creature -- Faerie Rogue

Flying
When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Cygnus - Azorius Momo (Standard Challenge 32) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Parting Gust {W}{W}

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler {3}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sage of the Skies {2}{W}

Creature -- Human Monk

When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)
Flying, lifelink

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, lifelink

2/3

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum {1}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avatar's Wrath {2}{W}{W}

Sorcery

Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.)
Until your next turn, your opponents can't cast spells from anywhere other than their hands.
Exile Avatar's Wrath.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Detect Intrusion

(card data unavailable)

[sideboard]

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[sideboard]

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Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

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Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

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.")

[sideboard]

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

Restricted Office {2}{W}{W}

Enchantment -- Room

When you unlock this door, destroy all creatures with power 3 or greater.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

[sideboard]

- - - RIGHT HALF - - -

Lecture Hall {5}{U}{U}

Enchantment -- Room

Other permanents you control have hexproof.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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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.

[sideboard]

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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

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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