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

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

Airbender Ascension {1}{W}

Enchantment

When this enchantment enters, airbend up to one target creature.
Whenever a creature you control enters, put a quest counter on this enchantment.
At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Airbender Ascension {1}{W}

Enchantment

When this enchantment enters, airbend up to one target creature.
Whenever a creature you control enters, put a quest counter on this enchantment.
At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Appa, Steadfast Guardian {2}{W}{W}

Legendary Creature -- Bison Ally

Flash
Flying
When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.)
Whenever you cast a spell from exile, create a 1/1 white Ally creature token.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Appa, Steadfast Guardian {2}{W}{W}

Legendary Creature -- Bison Ally

Flash
Flying
When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.)
Whenever you cast a spell from exile, create a 1/1 white Ally creature token.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bruce Banner

Card

- - - OTHER FACE - - -

Bruce Banner

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Bruce Banner

Card

- - - OTHER FACE - - -

Bruce Banner

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bruce Banner

Card

- - - OTHER FACE - - -

Bruce Banner

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector's Cage {1}{W}

Artifact

Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)
{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector's Cage {1}{W}

Artifact

Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)
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{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.

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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Floodfarm Verge

Land

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

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

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.

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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

Jennifer Walters {1}{W}

Legendary Creature -- Human Advisor Hero

Your opponents can't cast spells during your turn.
{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.

2/3

- - - BACK FACE - - -

The Sensational She-Hulk {3}{G}{W}{W}

Legendary Creature -- Gamma Hero

Reach, trample
Your opponents can't cast spells during your turn.
Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennifer Walters {1}{W}

Legendary Creature -- Human Advisor Hero

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{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.

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Loki, God of Mischief {1}{U}

Legendary Creature -- God Sorcerer Villain

Whenever a player or permanent becomes the target of an ability you control, draw a card. This ability triggers only once each turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loki, God of Mischief {1}{U}

Legendary Creature -- God Sorcerer Villain

Whenever a player or permanent becomes the target of an ability you control, draw a card. This ability triggers only once each turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mockingbird {X}{U}

Creature -- Bird Bard

Flying
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

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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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

Monica Rambeau {2}{W}

Legendary Creature -- Human Hero

Flying, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{2}{R}{W}{W}: Transform Monica Rambeau. Activate only as a sorcery.

3/3

- - - BACK FACE - - -

Photon, Living Light {2}{R}{W}{W}

Legendary Creature -- Elemental Hero

Flying, hexproof, prowess
Whenever you cast a noncreature spell, put a +1/+1 counter on each other creature you control.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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.

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

Nurturing Pixie {W}

Creature -- Faerie Rogue

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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

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

Parting Gust {W}{W}

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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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

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Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

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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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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Creature -- Angel

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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

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

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

Swiftfoot Boots {2}

Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mind Stone {1}{W}

Legendary Artifact -- Infinity Stone

Indestructible
{T}: Add {W}.
{5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.)
inf -- At the beginning of your end step, exile up to one other target nonland permanent you control, then return that card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror {2}{W}

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

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Creature -- Dragon

Flying
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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Farm Animals {W}

Creature -- Boar Elk Bird Ox

When this creature dies, you gain 3 life.
{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dawn's Truce {1}{W}

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil's Flanker {2}{W}

Creature -- Cat Warrior

Flash
When this creature enters, choose one --
* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.

[sideboard]

3/1

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

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[sideboard]

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Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Steps Ahead {U}

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a copy of target artifact or creature you control.
+ {2} -- Draw two cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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