Aether Hub

Land

When this land enters, you get {E} (an energy counter).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Hub

Land

When this land enters, you get {E} (an energy counter).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

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Land

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Aether Hub

Land

When this land enters, you get {E} (an energy counter).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boommobile (2)(R)(R)

Artifact -- Vehicle

When this Vehicle enters, add four mana of any one color. Spend this mana only to activate abilities.
Exhaust -- {X}{2}{R}: This Vehicle deals X damage to any target. Put a +1/+1 counter on this Vehicle. (Activate each exhaust ability only once.)
Crew 2

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Channel (G)(G)

Sorcery

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coveted Jewel (6)

Artifact

When this artifact enters, draw three cards.
{T}: Add three mana of any one color.
Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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Coveted Jewel {6}

Artifact

When this artifact enters, draw three cards.
{T}: Add three mana of any one color.
Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

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Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

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Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irrigation Ditch

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irrigation Ditch

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {G}{U}.

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This land enters tapped.
{T}: Add {W}.
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Irrigation Ditch

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Crystal (3)

Artifact

{T}: Add {G}, {U}, or {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Crystal (3)

Artifact

{T}: Add {G}, {U}, or {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Crystal (3)

Artifact

{T}: Add {G}, {U}, or {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Crystal (3)

Artifact

{T}: Add {G}, {U}, or {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lich's Mirror (5)

Artifact

If you would lose the game, instead shuffle your hand, your graveyard, and all permanents you own into your library, then draw seven cards and your life total becomes 20.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute (2)(U)

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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Mystical Dispute 2U

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perilous Vault 4

Artifact

{5}, {T}, Exile this artifact: Exile all nonland permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raugrin Crystal 3

Artifact

{T}: Add {U}, {R}, or {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raugrin Crystal 3

Artifact

{T}: Add {U}, {R}, or {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raugrin Crystal 3

Artifact

{T}: Add {U}, {R}, or {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raugrin Crystal 3

Artifact

{T}: Add {U}, {R}, or {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ricochet Trap 3R

Instant -- Trap

If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost.
Change the target of target spell with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scour for Scrap 3U

Instant

Choose one or both --
* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.
* Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scour for Scrap (3)(U)

Instant

Choose one or both --
* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.
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Choose one or both --
* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shardless Agent (1)(G)(U)

Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Step Through (3)(U)(U)

Sorcery

Return two target creatures to their owners' hands.
Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haidle, Brian - Vintage v3 Group CE1107 (Shardless Agent, Violent Outburs sheet 5/9 - 8 cards - 2.5 x 3.5 in each

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Sorcery

Return two target creatures to their owners' hands.
Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfur Vent

Land

This land enters tapped.
{T}: Add {B}.
{T}, Sacrifice this land: Add {U}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfur Vent

Land

This land enters tapped.
{T}: Add {B}.
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Land

This land enters tapped.
{T}: Add {B}.
{T}, Sacrifice this land: Add {U}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tendo Ice Bridge

Land

This land enters with a charge counter on it.
{T}: Add {C}.
{T}, Remove a charge counter from this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Remove a charge counter from this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinker (2)(U)

Sorcery

As an additional cost to cast this spell, sacrifice an artifact.
Search your library for an artifact card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Transit Mage (2)(U)

Creature -- Human Wizard

When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Transit Mage (2)(U)

Creature -- Human Wizard

When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle.

2/2

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Creature -- Human Wizard

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinshot Sniper (3)(R)

Artifact Creature -- Goblin Archer

Reach
When this creature enters, it deals 2 damage to any target.
Channel -- {1}{R}, Discard this card: It deals 2 damage to any target.

2/3

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Violent Outburst (1)(R)(G)

Instant

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Creatures you control get +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
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Creatures you control get +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Airship Crash (2)(G)

Instant

Destroy target artifact, enchantment, or creature with flying.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Airship Crash (2)(G)

Instant

Destroy target artifact, enchantment, or creature with flying.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Proxy (7)

Artifact Creature -- Wizard

Prototype {1}{U}{U} -- 2/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)
When this creature enters, if you cast it, exile target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard. Copy that card. You may cast the copy without paying its mana cost.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling (2)(G)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haidle, Brian - Vintage v3 Group CE1107 (Shardless Agent, Violent Outburs sheet 8/9 - 8 cards - 2.5 x 3.5 in each

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Laelia, the Blade Reforged (2)(R)

Legendary Creature -- Spirit Warrior

Haste
Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.
Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

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[sideboard]

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