Adventurer's Inn

Land -- Town

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Town

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balamb Garden, SeeD Academy

Land -- Town

This land enters tapped.
{T}: Add {G} or {U}.
{5}{G}{U}, {T}: Transform this land.
This ability costs {1} less to activate for each other Town you control.

- - - BACK FACE - - -

Balamb Garden, Airborne

Legendary Artifact -- Vehicle

Flying
Whenever Balamb Garden attacks, draw a card.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Capital City

Land -- Town

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Capital City

Land -- Town

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confusticate and Bebother (2)(U)

Instant

Choose one --
* Counter target spell unless its controller pays {4}.
* Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confusticate and Bebother (2)(U)

Instant

Choose one --
* Counter target spell unless its controller pays {4}.
* Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cox, Alexander - Standard v3 Group 44AF97 (Ouroboroid, Bloom Tender) (War sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Crossroads Village

Land -- Town

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossroads Village

Land -- Town

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eden, Seat of the Sanctum

Land -- Town

{T}: Add {C}.
{5}, {T}: Mill two cards. Then you may sacrifice this land. When you do, return another target permanent card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Innocence {1}{W}{W}

Enchantment Creature -- Sheep Glimmer

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment Creature -- Sheep Glimmer

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gladiolus Amicitia 4RG

Legendary Creature -- Human Warrior

When Gladiolus Amicitia enters, search your library for a land card, put it onto the battlefield tapped, then shuffle.
Landfall -- Whenever a land you control enters, another target creature you control gets +2/+2 and gains trample until end of turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gladiolus Amicitia 4RG

Legendary Creature -- Human Warrior

When Gladiolus Amicitia enters, search your library for a land card, put it onto the battlefield tapped, then shuffle.
Landfall -- Whenever a land you control enters, another target creature you control gets +2/+2 and gains trample until end of turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gohn, Town of Ruin

Land -- Town

This land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gongaga, Reactor Town

Land -- Town

This land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Divide Guide 1G

Creature -- Human Scout Ally

Each land and Ally you control has "{T}: Add one mana of any color."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Divide Guide 1G

Creature -- Human Scout Ally

Each land and Ally you control has "{T}: Add one mana of any color."

2/3

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Great Divide Guide {1}{G}

Creature -- Human Scout Ally

Each land and Ally you control has "{T}: Add one mana of any color."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guadosalam, Farplane Gateway

Land -- Town

This land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ignis Scientia {1}{G}{U}

Legendary Creature -- Human Advisor

When Ignis Scientia enters, look at the top six cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order.
I've Come Up with a New Recipe! -- {1}{G}{U}, {T}: Exile target card from a graveyard. If a creature card was exiled this way, create a Food token.

2/2

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Ignis Scientia {1}{G}{U}

Legendary Creature -- Human Advisor

When Ignis Scientia enters, look at the top six cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order.
I've Come Up with a New Recipe! -- {1}{G}{U}, {T}: Exile target card from a graveyard. If a creature card was exiled this way, create a Food token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Fungus {G}

Creature -- Fungus

{2}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Fungus {G}

Creature -- Fungus

{2}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

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

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Midgar, City of Mako

Land -- Town

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

- - - ADVENTURE - - -

Reactor Raid {2}{B}

Sorcery -- Adventure

You may sacrifice an artifact or creature. If you do, draw two cards. (Then exile this card. You may play the land later from exile.)

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

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

PuPu UFO {2}

Artifact Creature -- Construct Alien

Flying
{T}: You may put a land card from your hand onto the battlefield.
{3}: Until end of turn, this creature's base power becomes equal to the number of Towns you control.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PuPu UFO {2}

Artifact Creature -- Construct Alien

Flying
{T}: You may put a land card from your hand onto the battlefield.
{3}: Until end of turn, this creature's base power becomes equal to the number of Towns you control.

0/4

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Quandrix Charm {G}{U}

Instant

Choose one --
* Counter target spell unless its controller pays {2}.
* Destroy target enchantment.
* Target creature has base power and toughness 5/5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quandrix Charm {G}{U}

Instant

Choose one --
* Counter target spell unless its controller pays {2}.
* Destroy target enchantment.
* Target creature has base power and toughness 5/5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reach the Horizon {3}{G}

Sorcery

Search your library for up to two basic land cards and/or Town cards with different names, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reach the Horizon {3}{G}

Sorcery

Search your library for up to two basic land cards and/or Town cards with different names, put them onto the battlefield tapped, then shuffle.

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

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

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

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.

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Syncopate {X}{U}

Instant

Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tatyova, Benthic Druid {3}{G}{U}

Legendary Creature -- Merfolk Druid

Landfall -- Whenever a land you control enters, you gain 1 life and draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Regalia {4}

Legendary Artifact -- Vehicle

Haste
Whenever The Regalia attacks, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.
Crew 1

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Regalia {4}

Legendary Artifact -- Vehicle

Haste
Whenever The Regalia attacks, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.
Crew 1

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Minstrel {G}{U}

Legendary Creature -- Human Bard

Lands you control enter untapped.
The Minstrel's Ballad -- At the beginning of combat on your turn, if you control five or more Towns, create a 2/2 Elemental creature token that's all colors.
{3}{W}{U}{B}{R}{G}: Other creatures you control get +X/+X until end of turn, where X is the number of Towns you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Minstrel {G}{U}

Legendary Creature -- Human Bard

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The Minstrel's Ballad -- At the beginning of combat on your turn, if you control five or more Towns, create a 2/2 Elemental creature token that's all colors.
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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Travel the Overworld {5}{U}{U}

Sorcery

Affinity for Towns (This spell costs {1} less to cast for each Town you control.)
Draw four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Travel the Overworld {5}{U}{U}

Sorcery

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Draw four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Travel the Overworld {5}{U}{U}

Sorcery

Affinity for Towns (This spell costs {1} less to cast for each Town you control.)
Draw four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Windurst, Federation Center

Land -- Town

This land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zanarkand, Ancient Metropolis

Land -- Town

This land enters tapped.
{T}: Add {G}.

- - - ADVENTURE - - -

Lasting Fayth {4}{G}{G}

Sorcery -- Adventure

Create a 1/1 colorless Hero creature token. Put a +1/+1 counter on it for each land you control. (Then exile this card. You may play the land later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot {3}

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeritus of Abundance {2}{G}

Creature -- Elf Druid

Vigilance
This creature enters prepared.
Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.

[sideboard]

3/4

- - - OTHER FACE - - -

Regrowth {1}{G}

Sorcery

Return target card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fumigate {3}{W}{W}

Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorious Decay {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Glorious Decay deals 4 damage to target creature with flying.
* Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helping Hand {W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

[sideboard]

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.

[sideboard]

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

Lumra, Bellow of the Woods {4}{G}{G}

Legendary Creature -- Elemental Bear

Reach, vigilance
Lumra's power and toughness are each equal to the number of lands you control.
When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutable Explorer {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, create a tapped Mutavault token. (It's a land with "{T}: Add {C}" and "{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.")

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quandrix, the Proof {4}{G}{U}

Legendary Creature -- Elder Dragon

Flying, trample
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.)
Instant and sorcery spells you cast from your hand have cascade.

[sideboard]

6/6

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]

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Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultima {3}{W}{W}

Sorcery

Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warg Tactics {1}{G}

Instant

Choose one --
* Destroy target creature with flying.
* Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

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