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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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

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Playtest cards - ds6451 - Standard (???3 / Standard Cup 3) sheet 1/9 - 8 cards - 2.5 x 3.5 in each

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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

Capital City

Land -- Town

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
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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

Demolition Field

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desculpting Blast (1)(U)

Instant

Return target nonland permanent to its owner's hand. If it was attacking, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreams of Laguna {1}{U}

Instant

Surveil 1, then draw a card. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)
Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Surveil 1, then draw a card. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)
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Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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

Island

Basic Land -- Island

({T}: Add {U}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jill, Shiva's Dominant ②Ⓤ

Legendary Creature -- Human Noble Warrior

When Jill enters, return up to one other target nonland permanent to its owner's hand.
{3}{U}{U}, {T}: Exile Jill, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

2/2

- - - BACK FACE - - -

Shiva, Warden of Ice

Legendary Enchantment Creature -- Saga Elemental

(As this Saga enters and after your draw step, add a lore counter.)
I, II -- Mesmerize -- Target creature can't be blocked this turn.
III -- Cold Snap -- Tap all lands your opponents control. Exile Shiva, then return it to the battlefield (front face up).

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ds6451 - Standard (???3 / Standard Cup 3) sheet 4/9 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Jill, Shiva's Dominant 2U

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When Jill enters, return up to one other target nonland permanent to its owner's hand.
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4/5

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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0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quistis Trepe 2U

Legendary Creature -- Human Wizard

Blue Magic -- When Quistis Trepe enters, you may cast target instant or sorcery card from a graveyard, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ds6451 - Standard (???3 / Standard Cup 3) sheet 5/9 - 8 cards - 2.5 x 3.5 in each

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Summon: Leviathan (4)(U)(U)

Enchantment Creature -- Saga Leviathan

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Return each creature that isn't a Kraken, Leviathan, Merfolk, Octopus, or Serpent to its owner's hand.
II, III -- Until end of turn, whenever a Kraken, Leviathan, Merfolk, Octopus, or Serpent attacks, draw a card.
Ward {2}

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ward {2}

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swallowed by Leviathan (2)(U)

Instant

Choose target spell. Surveil 2, then counter the chosen spell unless its controller pays {1} for each card in your graveyard. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

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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

Syncopate {X}{U}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Gold Saucer

Land -- Town

{T}: Add {C}.
{2}, {T}: Flip a coin. If you win the flip, create a Treasure token.
{3}, {T}, Sacrifice two artifacts: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Travel the Overworld 5UU

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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Draw four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Astrologian's Planisphere 1U

Artifact -- Equipment

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature is a Wizard in addition to its other types and has "Whenever you cast a noncreature spell and whenever you draw your third card each turn, put a +1/+1 counter on this creature."
Diana -- Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1U

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1U

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

River's Rebuke 4UU

Sorcery

Return all nonland permanents target player controls to their owner's hand.

[sideboard]

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Spell Pierce (U)

Instant

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

[sideboard]

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