Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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As this land enters, choose a creature type.
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Celestial Reunion {X}{G}

Sorcery

As an additional cost to cast this spell, you may choose a creature type and behold two creatures of that type.
Search your library for a creature card with mana value X or less, reveal it, put it into your hand, then shuffle. If this spell's additional cost was paid and the revealed card is the chosen type, put that card onto the battlefield instead of putting it into your hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devastating Onslaught {X}{X}{R}

Sorcery

Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.

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Doc Aurlock, Grizzled Genius {G}{U}

Legendary Creature -- Bear Druid

Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Origins {1}{G}

Sorcery

Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

- - - BACK FACE - - -

Summon: Esper Maduin

Enchantment Creature -- Saga Elemental

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.
II -- Add {G}{G}.
III -- Other creatures you control get +2/+2 and gain trample until end of turn.

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

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When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
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Imodane's Recruiter (2)(R)

Creature -- Human Knight

When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.

2/2

- - - ADVENTURE - - -

Train Troops (4)(W)

Sorcery -- Adventure

Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw (U)

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.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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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

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marang River Regent (4)(U)(U)

Creature -- Dragon

Flying
When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

- - - ADVENTURE - - -

Coil and Catch (3)(U)

Instant -- Omen

Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)

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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

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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outcaster Trailblazer {2}{G}

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Railway Brawler {3}{G}{G}

Creature -- Rhino Warrior

Reach, trample
Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power.
Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

5/5

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

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

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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

Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Temur Battlecrier (G)(U)(R)

Creature -- Orc Ranger

During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater.

4/3

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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Visage Bandit {3}{U}

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.
Plot {2}{U} (You may pay {2}{U} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

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* Abrade deals 3 damage to target creature.
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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]

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Disdainful Stroke {1}{U}

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[sideboard]

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Fire Magic {R}

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

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Into the Flood Maw {U}

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.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

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Sear {1}{R}

Instant

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[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

Spell Pierce {U}

Instant

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

[sideboard]

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