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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Aetherize (3)(U)

Instant

Return all attacking creatures to their owner's hand.

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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}.
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Playtest cards - Papp, Joseph - Standard (ANZ Super Series Cycle 12 Regional Championships sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consult the Star Charts {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

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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.

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exhibition Tidecaller (U)

Creature -- Djinn Wizard

Opus -- Whenever you cast an instant or sorcery spell, target player mills three cards. If five or more mana was spent to cast that spell, that player mills ten cards instead.

0/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Roil (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Kitsune's Technique {4}{U}{U}

Instant

Sneak {1}{U} (You may cast this spell for {1}{U} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Target opponent mills half their library, rounded up.

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Opt (U)

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

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Phantom Interference (U)

Instant

Spree (Choose one or more additional costs.)
+ {3} -- Create a 2/2 white Spirit creature token with flying.
+ {1} -- Counter target spell unless its controller pays {2}.

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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

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Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Papp, Joseph - Standard (ANZ Super Series Cycle 12 Regional Championships sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aetherize 3U

Instant

Return all attacking creatures to their owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul U

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul U

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashfreeze 1U

Instant

Counter target red or green spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Papp, Joseph - Standard (ANZ Super Series Cycle 12 Regional Championships sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Flashfreeze (1)(U)

Instant

Counter target red or green spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Counter target red or green spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Out (U)(U)

Instant

Choose one --
* Counter target creature or enchantment spell.
* Return one or two target creatures and/or enchantments you own to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Out (U)(U)

Instant

Choose one --
* Counter target creature or enchantment spell.
* Return one or two target creatures and/or enchantments you own to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hide on the Ceiling (X)(U)

Instant

Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hide on the Ceiling (X)(U)

Instant

Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

[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

Riverchurn Monument (1)(U)

Artifact

{1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.)
Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.)

[sideboard]

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Spell Pierce {U}

Instant

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

[sideboard]

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Spell Pierce {U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Water Revival {1}{U}{U}

Sorcery

As an additional cost to cast this spell, you may waterbend {6}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)
Draw two cards. If this spell's additional cost was paid, instead shuffle your graveyard into your library, draw seven cards, and you have no maximum hand size for the rest of the game.
Exile Spirit Water Revival.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Papp, Joseph - Standard (ANZ Super Series Cycle 12 Regional Championships sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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