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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annoyed Altisaur {5}{G}{G}

Creature -- Dinosaur

Reach, 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.)

6/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - varisnaito - Vintage ($3K - Value Vintage - SCG CON Cincinnati - Sunday - sheet 1/10 - 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.

Blast Zone

Land

This land enters with a charge counter on it.
{T}: Add {C}.
{X}{X}, {T}: Put X charge counters on this land.
{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breaching Dragonstorm {4}{R}

Enchantment

When this enchantment enters, exile cards from the top of your library until you exile a nonland card. You may cast it without paying its mana cost if that spell's mana value is 8 or less. If you don't, put that card into your hand.
When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breaching Dragonstorm {4}{R}

Enchantment

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When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creative Technique {4}{R}

Sorcery

Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.)
Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Ruins

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Crevice

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Crevice

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {U}.
{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

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HELIOS One

Land

{T}: Add {C}.
{1}, {T}: You get {E} (an energy counter).
{3}, {T}, Pay X {E}, Sacrifice this land: Destroy target nonland permanent with mana value X. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hit the Mother Lode {4}{R}{R}{R}

Sorcery

Discover 10. If the discovered card's mana value is less than 10, create a number of tapped Treasure tokens equal to the difference. (To discover 10, exile cards from the top of your library until you exile a nonland card with mana value 10 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maelstrom Wanderer {5}{G}{U}{R}

Legendary Creature -- Elemental

Creatures you control have haste.
Cascade, 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. Then do it again.)

7/5

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7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakashima's Protege {4}{U}{U}

Creature -- Shapeshifter

Flash
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.)
You may have this creature enter as a copy of any permanent that entered this turn.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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This land enters tapped.
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This land enters tapped.
{T}: Add {B}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sweet-Gum Recluse {4}{G}{G}

Creature -- Spider

Flash
Cascade
Reach
When this creature enters, put three +1/+1 counters on each of any number of target creatures that entered this turn.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sweet-Gum Recluse {4}{G}{G}

Creature -- Spider

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Reach
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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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This land enters with a charge counter on it.
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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

Tinder Farm

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinder Farm

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

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Volatile Fault

Land -- Cave

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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HELIOS One

Land

{T}: Add {C}.
{1}, {T}: You get {E} (an energy counter).
{3}, {T}, Pay X {E}, Sacrifice this land: Destroy target nonland permanent with mana value X. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hit the Mother Lode {4}{R}{R}{R}

Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephalia Academy

Land

If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else.
{T}: Add {C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephalia Academy

Land

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{T}: Add {C}.

[sideboard]

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{T}: Add {C}.

[sideboard]

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Nephalia Academy

Land

If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else.
{T}: Add {C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Northampton Farm

Land

{T}: Add {C}.
{1}, {T}: Exile target creature you own.
{2}, {T}, Sacrifice this land: Return a creature card exiled with this land to the battlefield under your control. Return each other card exiled with this land to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quicksand

Land

{T}: Add {C}.
{T}, Sacrifice this land: Target attacking creature without flying gets -1/-2 until end of turn.

[sideboard]

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Quicksand

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[sideboard]

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