Aftermath Analyst {1}{G}

Creature -- Elf Detective

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angel of Despair {3}{W}{W}{B}{B}

Creature -- Angel

Flying
When this creature enters, destroy target permanent.

5/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Van Sickles II, Michael - FreeForm (Fantasy Standard Weekly) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

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{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hunting Grounds {G}{W}

Enchantment

Threshold -- As long as there are seven or more cards in your graveyard, this enchantment has "Whenever an opponent casts a spell, you may put a creature card from your hand onto the battlefield."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krosan Verge

Land

This land enters tapped.
{T}: Add {C}.
{2}, {T}, Sacrifice this land: Search your library for a Forest card and a Plains card, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

Playtest cards - Van Sickles II, Michael - FreeForm (Fantasy Standard Weekly) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Living Wish (1)(G)

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Van Sickles II, Michael - FreeForm (Fantasy Standard Weekly) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nantuko Monastery

Land

{T}: Add {C}.
Threshold -- {G}{W}: This land becomes a 4/4 green and white Insect Monk creature with first strike until end of turn. It's still a land. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain (U)

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain (U)

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steamcore Scholar (2)(U)

Creature -- Weird Detective

Flying, vigilance
When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunpetal Grove

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

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{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sun Titan (4)(W)(W)

Creature -- Giant

Vigilance
Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Van Sickles II, Michael - FreeForm (Fantasy Standard Weekly) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Sun Titan {4}{W}{W}

Creature -- Giant

Vigilance
Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trostani, Three Whispers {G}{G/W}{W}

Legendary Creature -- Dryad

{1}{G}: Target creature gains deathtouch until end of turn.
{G/W}: Target creature gains vigilance until end of turn.
{2}{W}: Target creature gains double strike until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Acidic Slime {3}{G}{G}

Creature -- Ooze

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
When this creature enters, destroy target artifact, enchantment, or land.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angelic Arbiter {5}{W}{W}

Creature -- Angel

Flying
Each opponent who cast a spell this turn can't attack with creatures.
Each opponent who attacked with a creature this turn can't cast spells.

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angel of Despair {3}{W}{W}{B}{B}

Creature -- Angel

Flying
When this creature enters, destroy target permanent.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baneslayer Angel {3}{W}{W}

Creature -- Angel

Flying, first strike, lifelink, protection from Demons and from Dragons

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Van Sickles II, Michael - FreeForm (Fantasy Standard Weekly) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Frost Titan {4}{U}{U}

Creature -- Giant

Whenever this creature becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {2}.
Whenever this creature enters or attacks, tap target permanent. It doesn't untap during its controller's next untap step.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kederekt Leviathan {6}{U}{U}

Creature -- Leviathan

When this creature enters, return all other nonland permanents to their owners' hands.
Unearth {6}{U} ({6}{U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Platinum Angel {7}

Artifact Creature -- Angel

Flying
You can't lose the game and your opponents can't win the game.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigarda, Font of Blessings {2}{G}{W}

Legendary Creature -- Angel

Flying
Other permanents you control have hexproof.
You may look at the top card of your library any time.
You may cast Angel spells and Human spells from the top of your library.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback {2}{G}

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
* You gain 4 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tranquil Frillback 2G

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback 2G

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Trostani, Three Whispers G G/W W

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[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Van Sickles II, Michael - FreeForm (Fantasy Standard Weekly) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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