Aetherize {3}{U}

Instant

Return all attacking creatures to their owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Return all attacking creatures to their owner's hand.

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.

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.

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

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{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

Eject {3}{U}

Instant

This spell can't be countered.
Return target nonland permanent to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

Elixir {1}

Artifact

This artifact enters tapped.
{5}, {T}, Exile this artifact: Shuffle all nonland cards from your graveyard into your library. You gain life equal to the number of cards shuffled into your library this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eluge, the Shoreless Sea {1}{U}{U}{U}

Legendary Creature -- Elemental Fish

Eluge's power and toughness are each equal to the number of Islands you control.
Whenever Eluge enters or attacks, put a flood counter on target land. It's an Island in addition to its other types for as long as it has a flood counter on it.
The first instant or sorcery spell you cast each turn costs {U} (or {1}) less to cast for each land you control with a flood counter on it.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountainport

Land

{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horned Loch-Whale

Card

- - - OTHER FACE - - -

Horned Loch-Whale

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horned Loch-Whale

Card

- - - OTHER FACE - - -

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw (U)

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/10 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jidoor, Aristocratic Capital

Land -- Town

This land enters tapped.
{T}: Add {U}.

- - - ADVENTURE - - -

Overture {4}{U}{U}

Sorcery -- Adventure

Target opponent mills half their library, rounded down. (Then exile this card. You may play the land later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jidoor, Aristocratic Capital

Land -- Town

This land enters tapped.
{T}: Add {U}.

- - - ADVENTURE - - -

Overture {4}{U}{U}

Sorcery -- Adventure

Target opponent mills half their library, rounded down. (Then exile this card. You may play the land later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 5/10 - 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.

Mathemagics {X}{X}{U}{U}

Sorcery

Target player draws 2? cards. (2? = 1, 2^{1} = 2, 2^{2} = 4, 2^{3} = 8, 2? = 16, 2? = 32, and so on.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

River's Rebuke {4}{U}{U}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up {2}{U}

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Stock Up (2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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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+ {2} -- Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Time Stop (4)(U)(U)

Instant

End the turn. (Exile all spells and abilities, including this spell. The player whose turn it is discards down to their maximum hand size. Damage heals and "this turn" and "until end of turn" effects end.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turtles in Time (5)(U)(U)

Sorcery

Return all creatures to their owners' hands. Each player may shuffle their hand and graveyard into their library, then each player who does draws seven cards.
Exile Turtles in Time.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Waterbending Scroll {1}{U}

Artifact

{6}, {T}: Draw a card. This ability costs {1} less to activate for each Island you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterbending Scroll {1}{U}

Artifact

{6}, {T}: Draw a card. This ability costs {1} less to activate for each Island you control.

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Waterbending Scroll {1}{U}

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{6}, {T}: Draw a card. This ability costs {1} less to activate for each Island you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterbending Scroll {1}{U}

Artifact

{6}, {T}: Draw a card. This ability costs {1} less to activate for each Island you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confiscate {4}{U}{U}

Enchantment -- Aura

Enchant permanent
You control enchanted permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confiscate {4}{U}{U}

Enchantment -- Aura

Enchant permanent
You control enchanted permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confounding Riddle {2}{U}

Instant

Choose one --
* Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard.
* Counter target spell unless its controller pays {4}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confounding Riddle {2}{U}

Instant

Choose one --
* Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard.
* Counter target spell unless its controller pays {4}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Elixir {1}

Artifact

This artifact enters tapped.
{5}, {T}, Exile this artifact: Shuffle all nonland cards from your graveyard into your library. You gain life equal to the number of cards shuffled into your library this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imprisoned in the Moon {2}{U}

Enchantment -- Aura

Enchant creature, land, or planeswalker
Enchanted permanent is a colorless land with "{T}: Add {C}" and loses all other card types and abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long River's Pull {U}{U}

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
Counter target creature spell. If the gift was promised, instead counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mathemagics {X}{X}{U}{U}

Sorcery

Target player draws 2? cards. (2? = 1, 2^1 = 2, 2^2 = 4, 2^3 = 8, 2? = 16, 2? = 32, and so on.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Refute {1}{U}{U}

Instant

Counter target spell. Draw a card, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Interference {1}{U}

Instant

Counter target artifact or creature spell unless its controller pays {4}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Interference {1}{U}

Instant

Counter target artifact or creature spell unless its controller pays {4}.

[sideboard]

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Spell Snare (U)

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Counter target spell with mana value 2.

[sideboard]

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