Consign 1U

Instant

Return target nonland permanent to its owner's hand.

- - - AFTERMATH HALF - - -

Oblivion 4B

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Target opponent discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creative Outburst 3UURR

Instant

Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.
{U/R}{U/R}, Discard this card: Create a Treasure token.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Mirror 2R

Artifact

{T}: Add {R}.
As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.

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Cursed Mirror (2)(R)

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As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dig Through Time (6)(U)(U)

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Look at the top seven 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

Dwarven Ruins

Land

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

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{T}: Add {R}.
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{T}: Add {R}.
{T}, Sacrifice this land: Add {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elemental Masterpiece (5)(U)(R)

Sorcery

Create two 4/4 blue and red Elemental creature tokens.
{U/R}{U/R}, Discard this card: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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Elemental Masterpiece 5UR

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire 1R

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice 1U

Instant

Tap target permanent.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire 1R

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Fire deals 2 damage divided as you choose among one or two targets.

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Ice 1U

Instant

Tap target permanent.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geological Appraiser 2RR

Creature -- Human Artificer

When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 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.)

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ill-Timed Explosion 2UR

Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incubation G/U

Sorcery

Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

- - - RIGHT HALF - - -

Incongruity 1GU

Instant

Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incubation G/U

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Incubation {6/U}

Sorcery

Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

- - - RIGHT HALF - - -

Incongruity {1}{G}{U}

Instant

Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token.

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

Mirror Image {2}{U}

Creature -- Shapeshifter

You may have this creature enter as a copy of a creature you control.

0/0

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Chafe, Zachary - Vintage ($1K - Value Vintage - SCG CON Baltimore - Sunda sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantasmal Image {1}{U}

Creature -- Illusion

You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."

0/0

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reason {U}

Sorcery

Scry 3.

- - - AFTERMATH HALF - - -

Believe {4}{G}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Look at the top card of your library. You may put it onto the battlefield if it's a creature card. If you don't, put it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reason {U}

Sorcery

Scry 3.

- - - AFTERMATH HALF - - -

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Aftermath (Cast this spell only from your graveyard. Then exile it.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorched Geyser

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped unless you control two or more basic lands.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sulfur Falls

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Svyelunite Temple

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Svyelunite Temple

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign {1}{U}

Instant

Return target nonland permanent to its owner's hand.

[sideboard]

- - - AFTERMATH HALF - - -

Oblivion {4}{B}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Target opponent discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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[sideboard]

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Ill-Timed Explosion {2}{U}{R}

Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ingot Chewer {4}{R}

Creature -- Elemental

When this creature enters, destroy target artifact.
Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Learn from the Past {3}{U}

Instant

Target player shuffles their graveyard into their library.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrorshell Crab {5}{U}{U}

Artifact Creature -- Crab

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.

[sideboard]

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.

[sideboard]

5/7

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