

Aether Meltdown 1 U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle When this Aura enters, you get {E}{E} (two energy counters). Enchanted creature gets -4/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Meltdown 1 U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle When this Aura enters, you get {E}{E} (two energy counters). Enchanted creature gets -4/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Meltdown 1 U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle When this Aura enters, you get {E}{E} (two energy counters). Enchanted creature gets -4/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Meltdown 1 U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle When this Aura enters, you get {E}{E} (two energy counters). Enchanted creature gets -4/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blink of an Eye 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blink of an Eye 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Out 3 W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Out 3 W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

③ ④

Put target spell or nonland permanent into its owner's library second from the top.

④ ⑤ ⑤

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Each player shuffles their hand and graveyard into their library, then draws seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Desert

This land enters tapped.
{T}: Add {W}.
Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Desert

This land enters tapped.
{T}: Add {W}.
Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①UU

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target creature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Essence Scatter 1 U Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. 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}. 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}. 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}. 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmer of Genius 3 U Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimmer of Genius ③④ Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmer of Genius ③④ Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Irrigated Farmland Land -- Plains Island ({T}): Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island ({T}): Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta 1U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) --- BACK FACE --- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Search for Azcanta 1U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2WW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2WW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2WW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Syncopate XU Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syncopate XU Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Teferi, Hero of Dominaria 3 W U Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torrential Gearhulk 4 U U Artifact Creature -- Construct Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torrential Gearhulk 4 U U Artifact Creature -- Construct Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torrential Gearhulk 4 U U Artifact Creature -- Construct Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke the Divine 2 W Instant Destroy target artifact or enchantment. You gain 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - E4ter - Standard (Standard League)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Invoke the Divine 2 W Instant Destroy target artifact or enchantment. You gain 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lyra Dawnbringer 3 W W Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lyra Dawnbringer 3 W W Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nezahal, Primal Tide 5 U U Legendary Creature -- Elder Dinosaur This spell can't be countered. You have no maximum hand size. Whenever an opponent casts a noncreature spell, draw a card. Discard three cards: Exile Nezahal. Return it to the battlefield tapped under its owner's control at the beginning of the next end step. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nezahal, Primal Tide 5 U U Legendary Creature -- Elder Dinosaur This spell can't be countered. You have no maximum hand size. Whenever an opponent casts a noncreature spell, draw a card. Discard three cards: Exile Nezahal. Return it to the battlefield tapped under its owner's control at the beginning of the next end step. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Obstructionist 2 U Creature -- Bird Wizard Flash Flying Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) When you cycle this card, counter target activated or triggered ability you don't control. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Obstructionist 2 U Creature -- Bird Wizard Flash Flying Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) When you cycle this card, counter target activated or triggered ability you don't control. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Obstructionist 2 U Creature -- Bird Wizard Flash Flying Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) When you cycle this card, counter target activated or triggered ability you don't control. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - E4ter - Standard (Standard League)

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Settle the Wreckage (2)(W)(W) Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunsourge Champion (2)(W) Creature -- Human Wizard When this creature enters, you gain life equal to its power. Eternalize--(2){W}{W}, Discard a card. ({2}{W}{W}, Discard a card, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Human Wizard with no mana cost. Eternalize only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunsourge Champion (2)(W) Creature -- Human Wizard When this creature enters, you gain life equal to its power. Eternalize--(2){W}{W}, Discard a card. ({2}{W}{W}, Discard a card, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Human Wizard with no mana cost. Eternalize only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
---	---	---	--