

<div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div> <div>1/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Aftermath Analyst</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Elf Detective</div> <div>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</div> <div>{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</div> <div> <div>1/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Aftermath Analyst</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Elf Detective</div> <div>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</div> <div>{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</div> <div> <div>1/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Aftermath Analyst</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Elf Detective</div> <div>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</div> <div>{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</div> <div> <div>1/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Brokers Hideout

Land

When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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Echoing Deeps

Land - - Cave

You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.
{T}: Add {C}.

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① R

Instant

Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.)
If this spell was kicked, draw a card. Fires of Victory deals damage to target creature or planeswalker equal to the number of cards in your hand.

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① R

Instant

Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.)
If this spell was kicked, draw a card. Fires of Victory deals damage to target creature or planeswalker equal to the number of cards in your hand.

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<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Playtest cards - Kaijimmy - Standard (Standard League) 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.

2 U U

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Elf Scout

Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Elf Scout

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Nissa, Resurgent Animist 26</div> <div> <div>Legendary Creature -- Elf Scout</div> <div> Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order. </div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Nissa, Resurgent Animist 26</div> <div> <div>Legendary Creature -- Elf Scout</div> <div> Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order. </div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Riveteers Overlook</div> <div> <div>Land</div> <div> When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Shigeki, Jukai Visionary 16</div> <div> <div>Legendary Enchantment Creature -- Snake Druid</div> <div> {1}{G}, {T}, Return Shigeki to its owner's hand: Reveal the top four cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest into your graveyard. Channel -- {X}{X}{G}{G}, Discard this card: Return X target nonlegendary cards from your graveyard to your hand. </div> <div>1/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Spe lunging 26</div> <div> <div>Enchantment</div> <div> When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spe lunging 26</div> <div> <div>Enchantment</div> <div> When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Virtue of Strength 566</div> <div> <div>Enchantment</div> <div> If you tap a basic land for mana, it produces three times as much of that mana instead. </div> <div>-----ADVENTURE-----</div> <div> <div>Garenbrig Growth 6</div> <div> <div>Sorcery -- Adventure</div> <div> Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.) </div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Virtue of Strength 566</div> <div> <div>Enchantment</div> <div> If you tap a basic land for mana, it produces three times as much of that mana instead. </div> <div>-----ADVENTURE-----</div> <div> <div>Garenbrig Growth 6</div> <div> <div>Sorcery -- Adventure</div> <div> Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.) </div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

Playtest cards - Kaijimmy - Standard (Standard League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div> Virtue of Strength (5)(G)(G) </div> <div> Enchantment </div> <div> <p>If you tap a basic land for mana, it produces three times as much of that mana instead.</p> </div> <div> <div>-----</div> <div> <div> <div> </div> <div> </div> </div> <div> <div> </div> <div> </div> </div> </div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Garenbrig Growth (G) </div> <div> Sorcery -- Adventure </div> <div> <p>Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Worldsoul's Rage (X)(R)(G) </div> <div> Sorcery </div> <div> <p>Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Worldsoul's Rage (X)(R)(G) </div> <div> Sorcery </div> <div> <p>Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Worldsoul's Rage (X)(R)(G) </div> <div> Sorcery </div> <div> <p>Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Abrade (1)(R) </div> <div> Instant </div> <div> <p>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bonny Pall, Clearcutter (3)(G)(U)(U) </div> <div> Legendary Creature -- Giant Scout </div> <div> <p>Reach When Bonny Pall enters, create Beau, a legendary blue 0x creature token with "Beau's power and toughness are each equal to the number of lands you control." Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield.</p> </div> <div> [sideboard] </div> <div> <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Borborygmog and Fblthp (2)(G)(U)(R) </div> <div> Legendary Creature -- Cyclops Homunculus </div> <div> <p>Whenever Borborygmog and Fblthp enters or attacks, draw a card, then you may discard any number of land cards this way, Borborygmog and Fblthp deals twice that much damage to target creature. {1}{U}: Put Borborygmog and Fblthp into its owner's library third from the top.</p> </div> <div> [sideboard] </div> <div> <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Doppelgang (X)(X)(X)(G)(U) </div> <div> Sorcery </div> <div> <p>For each of X target permanents, create X tokens that are copies of that permanent.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - Kaijimmy - Standard (Standard League)

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

<div> Malevolent Hermit 1U </div> <div> Creature -- Human Wizard </div> <div> {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) </div> <div> [sideboard] </div> <div> <div>2/1</div> </div> <div> <div>BACK FACE</div> </div> <div> Benevolent Geist </div> <div> Creature -- Spirit Wizard </div> <div> Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Malevolent Hermit 1U </div> <div> Creature -- Human Wizard </div> <div> {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) </div> <div> [sideboard] </div> <div> <div>2/1</div> </div> <div> <div>BACK FACE</div> </div> <div> Benevolent Geist </div> <div> Creature -- Spirit Wizard </div> <div> Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Negate 1U </div> <div> Instant </div> <div> Counter target noncreature spell. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Pick Your Poison G </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> Pick Your Poison G </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Roxanne, Starfall Savant 3RG </div> <div> Legendary Creature -- Cat Druid </div> <div> Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. </div> <div> [sideboard] </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Three Steps Ahead U </div> <div> Instant </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Titan of Industry 4GGG </div> <div> Creature -- Elemental </div> <div> Reach, trample When this creature enters, choose two -- * Destroy target artifact or enchantment. * Target player gains 5 life. * Create a 4/4 green Rhino Warrior creature token. * Put a shield counter on a creature you control. </div> <div> [sideboard] </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - Kaijimmy - Standard (Standard League)

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

<div><div>Turn the Earth</div><div>Instant</div><div>Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Turn the Earth</div><div>Instant</div><div>Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vampires' Vengeance</div><div>Instant</div><div>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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