

<div> Aftermath Analyst <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Elf Detective </div> <div> <p>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Aftermath Analyst <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Elf Detective </div> <div> <p>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Aftermath Analyst <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Elf Detective </div> <div> <p>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Aftermath Analyst <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Elf Detective </div> <div> <p>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Brokers Hideout </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Brokers Hideout </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Brokers Hideout </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Brokers Hideout </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Cabaretti Courtyard</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cabaretti Courtyard</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cabaretti Courtyard</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cabaretti Courtyard</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Fires of Victory1R</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fires of Victory1R</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fires of Victory1R</div><div>Instant</div><div>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.</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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<p>Ill-Timed Explosion ②④⑤</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Island</p> <p>Basic Land -- Island</p> <p>({T}): Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Island</p> <p>Basic Land -- Island</p> <p>({T}): Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Island</p> <p>Basic Land -- Island</p> <p>({T}): Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Playtest cards - kasa - Standard (Standard Challenge 32)

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;

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Kellan, Inquisitive Prodigy (2)(G)(U)</div><div>Legendary Creature -- Human Faerie Detective</div></div><div><div>Flying, vigilance</div><div>Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.</div></div><div><div>3/4</div></div><div><div>----- ADVENTURE -----</div><div><div>Tail the Suspect (G)(U)</div><div>Sorcery -- Adventure</div></div><div><div>Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Maestros Theater</div><div>Land</div></div><div><div>When this land enters, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Maestros Theater</div><div>Land</div></div><div><div>When this land enters, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Maestros Theater</div><div>Land</div></div><div><div>When this land enters, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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2 U U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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Nissa, Resurgent Animist (2)(G)

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Nissa, Resurgent Animist 26 </div> <div> Legendary Creature -- Elf Scout </div> <div> <p>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.</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riveteers Overlook </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riveteers Overlook </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Shigeki, Jukai Visionary 16 </div> <div> Legendary Enchantment Creature -- Snake Druid </div> <div> <p>{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.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Spe-lunking 26 </div> <div> Enchantment </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Vampires' Vengeance 2R </div> <div> Instant </div> <div> <p>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.")</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Virtue of Strength 566 </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>----- ADVENTURE -----</div> <div> Garenbrig Growth 6 </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> Virtue of Strength 566 </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>----- ADVENTURE -----</div> <div> Garenbrig Growth 6 </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>

Virtue of Strength (5)(G)(G) Enchantment If you tap a basic land for mana, it produces three times as much of that mana instead. ----- ADVENTURE ----- Garenbrig Growth (G) Sorcery -- Adventure Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldsoul's Rage (X)(R)(G) Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldsoul's Rage (X)(R)(G) Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldsoul's Rage (X)(R)(G) Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonny Pall, Clearcutter (3)(G)(U)(U) Legendary Creature -- Giant Scout 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. [sideboard] <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonny Pall, Clearcutter (3)(G)(U)(U) Legendary Creature -- Giant Scout 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. [sideboard] <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kasa - Standard (Standard Challenge 32)

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

Negate ①② Instant Counter target noncreature spell. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Pick Your Poison ⑥ Sorcery 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Roxanne, Starfall Savant ③④⑤ Legendary Creature -- Cat Druid 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. [sideboard] <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Three Steps Ahead ② 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Tishana's Tidebinder ②③ Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) [sideboard] <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Titan of Industry ④⑤⑥⑦ Creature -- Elemental 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. [sideboard] <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Titan of Industry ④⑤⑥⑦ Creature -- Elemental 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. [sideboard] <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Tranquil Frillback ②③ 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] <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Vampires' Vengeance 2R </div> <div> Instant </div> <div> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Vampires' Vengeance 2R </div> <div> Instant </div> <div> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	