

<div> Aftermath Analyst <div> <div>1</div> <div>6</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.) {3}{6}, 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 PLAY botbox.dev </div>	<div> Aftermath Analyst <div> <div>1</div> <div>6</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.) {3}{6}, 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 PLAY botbox.dev </div>	<div> Aftermath Analyst <div> <div>1</div> <div>6</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.) {3}{6}, 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 PLAY botbox.dev </div>	<div> Aftermath Analyst <div> <div>1</div> <div>6</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.) {3}{6}, 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 PLAY botbox.dev </div>
<div> Brokers Hideout </div> <div> Land </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Brokers Hideout </div> <div> Land </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Brokers Hideout </div> <div> Land </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Brokers Hideout </div> <div> Land </div> <div> 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. </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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<div><div>Maestros Theater</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Maestros Theater</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Maestros Theater</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Maestros Theater</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Memory Deluge<div>2UU</div></div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Memory Deluge<div>2UU</div></div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Memory Deluge<div>2UU</div></div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Memory Deluge<div>2UU</div></div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Mountain

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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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Riveteers Overlook</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>1/3</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>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Spelunking 26</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Spelunking 26</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Virtue of Strength 566</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>Garenbrig Growth 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Virtue of Strength 566</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>Garenbrig Growth 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Virtue of Strength 566</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>Garenbrig Growth 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Virtue of Strength 566</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>Garenbrig Growth 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - auzzie51 - 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; 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 7/10 - 8 cards - 2.5 x 3.5 in each

<div> Worldsoul's Rage (X)(R)(G) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Worldsoul's Rage (X)(R)(G) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Worldsoul's Rage (X)(R)(G) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Worldsoul's Rage (X)(R)(G) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Abrade (1)(R) </div> <div>Instant</div> <div> Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. </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> 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. </div> <div>[sideboard]</div> <div> 6/5 </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> 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. </div> <div>[sideboard]</div> <div> 6/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Doppelgang (X)(X)(X)(G)(U) </div> <div>Sorcery</div> <div> For each of X target permanents, create X tokens that are copies of that permanent. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

[sideboard]

3/4

- - - OTHER FACE - -

Reach, vigilance, trample, haste
Titania's power and toughness are each equal to the number
of lands you control.
When Titania enters, return all land cards from your
graveyard to the battlefield tapped.
[3](G): Put four +1/+1 counters on target land you control.
It becomes a 0/0 Elemental creature with haste. It's still a
land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

<div> <div> Turn the Earth G </div> <div> Instant </div> <div> <p>Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.</p> <p>Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	