Alrund's Epiphany (5)(U)(U)

Sorcery

Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany.
Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consult the Star Charts (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclonic Rift (1)(U)

Instant

Return target nonland permanent you don't control to its owner's hand.
Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day's Undoing (2)(U)

Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lpltraytonenjoyer - Pioneer v3 Group 5E9D53 (Narset, Parter of Veils, Alr sheet 1/10 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geier Reach Sanitarium

Legendary Land

{T}: Add {C}.
{2}, {T}: Each player draws a card, then discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {U}.
{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Jace Reawakened {U}{U}

Legendary Planeswalker -- Jace

You can't cast Jace Reawakened during your first, second, or third turns of the game.
[+1]: Draw a card, then discard a card.
[+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted.
[-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Anticipation {2}{U}{U}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You may cast spells as though they had flash.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Deluge {2}{U}{U}

Instant

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

Narset, Parter of Veils {1}{U}{U}

Legendary Planeswalker -- Narset

Each opponent can't draw more than one card each turn.
[-2]: 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 a random order.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narset, Parter of Veils {1}{U}{U}

Legendary Planeswalker -- Narset

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Legendary Planeswalker -- Narset

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nykthos, Shrine to Nyx

Legendary Land

{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

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Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleep Magic (U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
When enchanted creature is dealt damage, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stock Up (2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Citadel

Land -- Cave

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

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Unable to Scream {U}

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Gust {1}{U}

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

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[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lpltraytonenjoyer - Pioneer v3 Group 5E9D53 (Narset, Parter of Veils, Alr sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Entrancing Melody {X}{U}{U}

Sorcery

Gain control of target creature with mana value X.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Entrancing Melody {X}{U}{U}

Sorcery

Gain control of target creature with mana value X.

[sideboard]

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Entrancing Melody {X}{U}{U}

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Entrancing Melody {X}{U}{U}

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Gain control of target creature with mana value X.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fresh Start {1}{U}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets -5/-0 and loses all abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Malevolent Hermit (1)(U)

Creature -- Human Wizard

{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.)

[sideboard]

2/1

- - - BACK FACE - - -

Benevolent Geist

Creature -- Spirit Wizard

Flying
Noncreature spells you control can't be countered.
If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.

2/2

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