Aftermath Analyst {1}{G}

Creature -- Elf Detective

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Detective

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{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - auzzie51 - Standard (Standard Challenge 64) 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.

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.

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

Doppelgang (X)(X)(X)(G)(U)

Sorcery

For each of X target permanents, create X tokens that are copies of that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fallaji Archaeologist (1)(U)

Creature -- Human Scout

When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Scout

When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - auzzie51 - Standard (Standard Challenge 64) sheet 2/10 - 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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0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Iteration {U}{R}

Instant

When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.
Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ill-Timed Explosion {2}{U}{R}

Sorcery

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ill-Timed Explosion {2}{U}{R}

Sorcery

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.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - auzzie51 - Standard (Standard Challenge 64) sheet 4/10 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy 2GU

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect GU

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maestros Theater

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maestros Theater

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maestros Theater

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maestros Theater

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Deluge 2UU

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

Playtest cards - auzzie51 - Standard (Standard Challenge 64) 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.

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

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nissa, Resurgent Animist 2G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riveteers Overlook

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shigeki, Jukai Visionary 1G

Legendary Enchantment Creature -- Snake Druid

{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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virtue of Strength 5GG

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

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- - - ADVENTURE - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - auzzie51 - Standard (Standard Challenge 64) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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

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

End the Festivities {R}

Sorcery

End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fog of War {2}{G}

Instant

You gain 1 life for each creature on the battlefield. Prevent all combat damage that would be dealt this turn by creatures with power 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Fire {2}{R}

Sorcery

Choose one --
* Into the Fire deals 2 damage to each creature, planeswalker, and battle.
* Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage {R}

Sorcery

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage {R}

Sorcery

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 - - -

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Noncreature spells you control can't be countered.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - auzzie51 - Standard (Standard Challenge 64) sheet 9/10 - 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.

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turn the Earth {G}

Instant

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - auzzie51 - Standard (Standard Challenge 64) sheet 10/10 - 3 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.