

Abhorrent Oculus 2U Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abhorrent Oculus 2U Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abhorrent Oculus 2U Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abhorrent Oculus 2U Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Burst Lightning R Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burst Lightning R Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burst Lightning R Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/3

Fear of Missing Out ①②R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Missing Out ①②R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia ①②W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia ①②W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Guardian of New Benalia ①②W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia ①②W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helping Hand ②W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helping Hand ②W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helping Hand W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helping Hand W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monument to Endurance 3 Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monument to Endurance 3 Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Monument to Endurance ③ Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monument to Endurance ③ Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. 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}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Phyrexian Dragon Engine ③ Artifact Creature -- Phyrexian Dragon Double strike When this creature enters from your graveyard, you may discard your hand. If you do, draw three cards. Unearth {3}{R}{R} (Melds with Mishra, Claimed by Gix.) 2/2 -- -- -- OTHER FACE -- -- -- Mishra, Lost to Phyrexia Legendary Artifact Creature -- Phyrexian Artificer Whenever Mishra enters or attacks, choose three -- * Target opponent discards two cards. * Mishra deals 3 damage to any target. * Destroy target artifact or planeswalker. * Creatures you control gain menace and trample until end of turn. * Creatures you don't control get -1/-1 until end of turn. * Create two tapped Powerstone tokens. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Dragon Engine ③ Artifact Creature -- Phyrexian Dragon Double strike When this creature enters from your graveyard, you may discard your hand. If you do, draw three cards. Unearth {3}{R}{R} (Melds with Mishra, Claimed by Gix.) 2/2 -- -- -- OTHER FACE -- -- -- Mishra, Lost to Phyrexia Legendary Artifact Creature -- Phyrexian Artificer Whenever Mishra enters or attacks, choose three -- * Target opponent discards two cards. * Mishra deals 3 damage to any target. * Destroy target artifact or planeswalker. * Creatures you control gain menace and trample until end of turn. * Creatures you don't control get -1/-1 until end of turn. * Create two tapped Powerstone tokens. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Dragon Engine ③ Artifact Creature -- Phyrexian Dragon Double strike When this creature enters from your graveyard, you may discard your hand. If you do, draw three cards. Unearth {3}{R}{R} (Melds with Mishra, Claimed by Gix.) 2/2 -- -- -- OTHER FACE -- -- -- Mishra, Lost to Phyrexia Legendary Artifact Creature -- Phyrexian Artificer Whenever Mishra enters or attacks, choose three -- * Target opponent discards two cards. * Mishra deals 3 damage to any target. * Destroy target artifact or planeswalker. * Creatures you control gain menace and trample until end of turn. * Creatures you don't control get -1/-1 until end of turn. * Create two tapped Powerstone tokens. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Dragon Engine ③ Artifact Creature -- Phyrexian Dragon Double strike When this creature enters from your graveyard, you may discard your hand. If you do, draw three cards. Unearth {3}{R}{R} (Melds with Mishra, Claimed by Gix.) 2/2 -- -- -- OTHER FACE -- -- -- Mishra, Lost to Phyrexia Legendary Artifact Creature -- Phyrexian Artificer Whenever Mishra enters or attacks, choose three -- * Target opponent discards two cards. * Mishra deals 3 damage to any target. * Destroy target artifact or planeswalker. * Creatures you control gain menace and trample until end of turn. * Creatures you don't control get -1/-1 until end of turn. * Create two tapped Powerstone tokens. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zhu, Adrian - Unknown format (Pro Tour Aetherdrift in Chicago)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recommission Sorcery Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recommission Sorcery Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recommission Sorcery Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Recommission Sorcery Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapwork Mutt Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapwork Mutt Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapwork Mutt Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scrapwork Mutt Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mycosynth Gardens Land -- Sphere {T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mycosynth Gardens Land -- Sphere {T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mycosynth Gardens Land -- Sphere {T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Choose one --

- * Brotherhood's End deals 3 damage to each creature and each planeswalker.
- * Destroy all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

- * Destroy target creature with toughness 4 or greater.
- * Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fuel the Flames (2)(R) Instant Fuel the Flames deals 2 damage to each creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

