

Capricious Hellraiser (3)(R)(R)(R) Creature -- Phyrexian Dragon This spell costs {3} less to cast if you have nine or more cards in your graveyard. Flying When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Capricious Hellraiser (3)(R)(R)(R) Creature -- Phyrexian Dragon This spell costs {3} less to cast if you have nine or more cards in your graveyard. Flying When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clever Impersonator (2)(U)(U) Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clever Impersonator (2)(U)(U) Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Outburst (3)(U)(U)(R)(R) Instant Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Outburst (3)(U)(U)(R)(R) Instant Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - haruka#50863, aqua - Pioneer (??6????????????????V???)

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 1/12 - 8 cards - 2.5 x 3.5 in each

Creative Outburst (3UUURR) Instant Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Outburst (3UUURR) Instant Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time (6UUU) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time (6UUU) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. 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	Elemental Masterpiece (5UUU) Sorcery Create two 4/4 blue and red Elemental creature tokens. {U/R}{U/R}, Discard this card: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elemental Masterpiece (5)(U)(R) Sorcery Create two 4/4 blue and red Elemental creature tokens. {U/R}{U/R}, Discard this card: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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Gloomlake Verge

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{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

((T): Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 U R

Instant

Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token.

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Magma Opus 6 U R Instant Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magma Opus 6 U R Instant Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meticulous Archive Land -- Plains Island {T}: Add {W} or {U}.) 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	Meticulous Archive Land -- Plains Island {T}: Add {W} or {U}.) 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
Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Quintorius Kand 3 R W Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev L 4	Quintorius Kand 3 R W Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev L 4

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double (3)(U) Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Thundering Falls

Land -- Island Mountain

(**{T}**: Add **{U}** or **{R}**.)
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.)

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When this land enters, surveil 1.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torrential Gearhulk (4UU)

Artifact Creature -- Construct

Flash
When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torrential Gearhulk 4UU

Artifact Creature -- Construct

Flash
When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur 4RR

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur (4)(R)(R)

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) 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.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) 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.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Yorion, Sky Nomad 3 W/U W/U Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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