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| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div> <div>Agatha's Soul Cauldron</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Agatha's Soul Cauldron</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Agatha's Soul Cauldron</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Agatha's Soul Cauldron</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Cori Mountain Monastery</div> </div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    | <div> <div>Fear of Missing Out</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Enchantment Creature -- Nightmare</div> <div>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.</div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |

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| <b>Fear of Missing Out</b> ①②R<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Fear of Missing Out</b> ①②R<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Fear of Missing Out</b> ①②R<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Into the Flood Maw</b> ①U<br>Instant<br>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Into the Flood Maw</b> ①U<br>Instant<br>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Into the Flood Maw</b> ①U<br>Instant<br>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                         | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                          |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           |
| <div><div>Marauding Mako</div><div> Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Marauding Mako</div><div> Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Marauding Mako</div><div> Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Marauding Mako</div><div> Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                        | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                        | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                        |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Proft's Eidetic Memory</b> ①④<br><hr/> <p>Legendary Enchantment</p> <hr/> <p>When Proft's Eidetic Memory enters, draw a card.<br/>         You have no maximum hand size.<br/>         At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</p> <div>4/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Quantum Riddler</b> ③④④<br><hr/> <p>Creature -- Sphinx</p> <hr/> <p>Flying<br/>         When this creature enters, draw a card.<br/>         As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>         Warp {1}{U}</p> <div>4/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Quantum Riddler</b> ③④④<br><hr/> <p>Creature -- Sphinx</p> <hr/> <p>Flying<br/>         When this creature enters, draw a card.<br/>         As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>         Warp {1}{U}</p> <div>4/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Riverpyre Verge</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {R}.<br/>         {T}: Add {U}. Activate only if you control an Island or a Mountain.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 |
| <b>Riverpyre Verge</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {R}.<br/>         {T}: Add {U}. Activate only if you control an Island or a Mountain.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                   | <b>Riverpyre Verge</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {R}.<br/>         {T}: Add {U}. Activate only if you control an Island or a Mountain.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                     | <b>Riverpyre Verge</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {R}.<br/>         {T}: Add {U}. Activate only if you control an Island or a Mountain.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                     | <b>Soulstone Sanctuary</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {C}.<br/>         {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or fewer other lands.  
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Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steamcore Scholar (2)(U)

Creature -- Weird Detective

**Flying, vigilance**  
When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steamcore Scholar (2)(U)

Creature -- Weird Detective

**Flying, vigilance**  
When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tersa Lightshatter (2) (R)

Legendary Creature -- Orc Wizard

**Haste**  
When Tessa Lightshatter enters, discard up to two cards, then draw that many cards.  
Whenever Tessa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

3/3

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## Tersa Lightshatter (2R)

Legendary Creature -- Orc Wizard

Haste  
When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.  
Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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®

Instant

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

®

Instant

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

®

Instant

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If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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①②③

Legendary Creature -- Wizard

{0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.

Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U R

Legendary Creature -- Wizard

**{0}:** Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.

Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②③

Legendary Creature -- Wizard

{0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.

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0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②③

Legendary Creature -- Wizard

{0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.

Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.

0/3

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| <div><div><div>Monument to Endurance</div><div>③</div></div><div>Artifact</div><div>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monument to Endurance</div><div>③</div></div><div>Artifact</div><div>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Negate</div><div>①U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Negate</div><div>①U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |
| <div><div><div>Obliterating Bolt</div><div>①R</div></div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div><div>Obliterating Bolt</div><div>①R</div></div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div><div>Reasonable Doubt</div><div>①U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {2}.<br/>Suspect up to one target creature. (A suspected creature has menace and can't block.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Reasonable Doubt</div><div>①U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {2}.<br/>Suspect up to one target creature. (A suspected creature has menace and can't block.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Steamcore Scholar <div>2U</div> </div> <div> <div>Creature -- Weird Detective</div> <div> Flying, vigilance<br/> When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> | <div> <div> Steamcore Scholar <div>2U</div> </div> <div> <div>Creature -- Weird Detective</div> <div> Flying, vigilance<br/> When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> | <div> <div> Three Steps Ahead <div>U</div> </div> <div> <div>Instant</div> <div> Spree (Choose one or more additional costs.)<br/> + {1}{U} -- Counter target spell.<br/> + {3} -- Create a token that's a copy of target artifact or creature you control.<br/> + {2} -- Draw two cards, then discard a card. </div> <div> <div>[sideboard]</div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> |  |
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Playtest cards - JoseVillegas - Standard (Oversized Standard - SCG CON Orlando - Friday -

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 10/10 - 3 cards - 2.5 x 3.5 in each