

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
Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. 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

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Guardian of New Benalia ① ②W 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 ① ②W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
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Playtest cards - Okamura, Takumi - Standard (????????????????????Japan Standard Cup:

sheet 3/10 - 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;

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®

Whenever you discard one or more cards, put that many +1/+1 counters on this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When Proft's Eidetic Memory enters, draw a card.
You have no maximum hand size.
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.

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U

When Prof's Eidetic Memory enters, draw a card.
You have no maximum hand size.
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.

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When Proft's Eidetic Memory enters, draw a card.
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①②

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.

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①

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.

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Recommission 1 W 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 1 W 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	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	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	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	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

Steamcore Scholar 2U 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 PLAYbotbox.dev	Steamcore Scholar 2U 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 PLAYbotbox.dev	Steamcore Scholar 2U 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 PLAYbotbox.dev	Steamcore Scholar 2U 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 PLAYbotbox.dev
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 PLAYbotbox.dev	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 PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torch the Tower (R) 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	Torch the Tower (R) 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	Torch the Tower (R) 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	Winternight Stories (2U) Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chandra, Spark Hunter (3R) Legendary Planeswalker -- Chandra At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste. [+2]: You may sacrifice an artifact or discard a card. If you do, draw a card. [0]: Create a 3/2 colorless Vehicle artifact token with crew 1. [-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptic Coat (2U) Artifact -- Equipment When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil (1W) Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil (1W) Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy Evil ①W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke ①U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke ①U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	High Noon ①W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon ①W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran of the Third Path ②W 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 PLAYbotbox.dev

Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Filigree Sylex 2 Legendary Artifact {T}: Put an oil counter on The Filigree Sylex. {T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex. {T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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