

Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cityscape Leveler 8 Artifact Creature -- Construct Trample When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token. Unearth {8} 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cityscape Leveler 8 Artifact Creature -- Construct Trample When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token. Unearth {8} 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cityscape Leveler 8 Artifact Creature -- Construct Trample When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token. Unearth {8} 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fomori Vault Land {T}: Add {C}. {3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ill-Timed Explosion 2UR 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 PLAYbotbox.dev	Ill-Timed Explosion 2UR 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 PLAYbotbox.dev
Ill-Timed Explosion 2UR 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 PLAYbotbox.dev	Ill-Timed Explosion 2UR 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 PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phantom Interference Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phantom Interference Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Phantom Interference Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Simulacrum Synthesizer ②① Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skitterbeam Battalion ⑨ Artifact Creature -- Construct Prototype {3}{R}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Trample, haste When this creature enters, if you cast it, create two tokens that are copies of it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skitterbeam Battalion ⑨ Artifact Creature -- Construct Prototype {3}{R}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Trample, haste When this creature enters, if you cast it, create two tokens that are copies of it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skitterbeam Battalion ⑨ Artifact Creature -- Construct Prototype {3}{R}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Trample, haste When this creature enters, if you cast it, create two tokens that are copies of it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Skitterbeam Battalion ⑨ Artifact Creature -- Construct Prototype {3}{R}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Trample, haste When this creature enters, if you cast it, create two tokens that are copies of it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stern Lesson 2 U Instant Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Lesson 2 U Instant Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Lesson 2 U Instant Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Lesson 2 U Instant Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Mightstone and Weakstone 5 Legendary Artifact -- Powerstone When The Mightstone and Weakstone enters, choose one -- * Draw two cards. * Target creature gets -5/-5 until end of turn. {T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.) ----- OTHER FACE ----- Urza, Planeswalker Legendary Planeswalker -- Urza You may activate the loyalty abilities of Urza twice each turn rather than only once. [+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life. [+1]: Draw two cards, then discard a card. [0]: Create two 1/1 colorless Soldier artifact creature tokens. [-3]: Exile target nonland permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mightstone and Weakstone 5 Legendary Artifact -- Powerstone When The Mightstone and Weakstone enters, choose one -- * Draw two cards. * Target creature gets -5/-5 until end of turn. {T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.) ----- OTHER FACE ----- Urza, Planeswalker Legendary Planeswalker -- Urza You may activate the loyalty abilities of Urza twice each turn rather than only once. [+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life. [+1]: Draw two cards, then discard a card. [0]: Create two 1/1 colorless Soldier artifact creature tokens. [-3]: Exile target nonland permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mightstone and Weakstone 5 Legendary Artifact -- Powerstone When The Mightstone and Weakstone enters, choose one -- * Draw two cards. * Target creature gets -5/-5 until end of turn. {T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.) ----- OTHER FACE ----- Urza, Planeswalker Legendary Planeswalker -- Urza You may activate the loyalty abilities of Urza twice each turn rather than only once. [+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life. [+1]: Draw two cards, then discard a card. [0]: Create two 1/1 colorless Soldier artifact creature tokens. [-3]: Exile target nonland permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mightstone and Weakstone 5 Legendary Artifact -- Powerstone When The Mightstone and Weakstone enters, choose one -- * Draw two cards. * Target creature gets -5/-5 until end of turn. {T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.) ----- OTHER FACE ----- Urza, Planeswalker Legendary Planeswalker -- Urza You may activate the loyalty abilities of Urza twice each turn rather than only once. [+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life. [+1]: Draw two cards, then discard a card. [0]: Create two 1/1 colorless Soldier artifact creature tokens. [-3]: Exile target nonland permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thran Spider Artifact Creature -- Spider Reach When this creature enters, you and target opponent each create a tapped Powerstone token. {7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Spider Artifact Creature -- Spider Reach When this creature enters, you and target opponent each create a tapped Powerstone token. {7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Spider Artifact Creature -- Spider Reach When this creature enters, you and target opponent each create a tapped Powerstone token. {7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Spider Artifact Creature -- Spider Reach When this creature enters, you and target opponent each create a tapped Powerstone token. {7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/4 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	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

Volcanic Spite ①R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Spite ①R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Spite ①R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Spite ①R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade ①R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [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	Negate ①U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - WATARUMATUZAWA - Standard (????????????????????????????????Japan Standard Cup 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.

Urabrask's Forge 2R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urabrask's Forge 2R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urabrask's Forge 2R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
---	---	---	--