

<p>Captain Storm, Cosmium Raider (U)(R)</p> <p>Legendary Creature -- Human Pirate</p> <p>Whenever an artifact you control enters, put a +1/+1 counter on target Pirate you control.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Captain Storm, Cosmium Raider (U)(R)</p> <p>Legendary Creature -- Human Pirate</p> <p>Whenever an artifact you control enters, put a +1/+1 counter on target Pirate you control.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Captain Storm, Cosmium Raider (U)(R)</p> <p>Legendary Creature -- Human Pirate</p> <p>Whenever an artifact you control enters, put a +1/+1 counter on target Pirate you control.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Crime Novelist (2)(R)</p> <p>Creature -- Goblin Bard</p> <p>Whenever you sacrifice an artifact, put a +1/+1 counter on this creature and add {R}.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Crime Novelist (2)(R)</p> <p>Creature -- Goblin Bard</p> <p>Whenever you sacrifice an artifact, put a +1/+1 counter on this creature and add {R}.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Demolition Field</p> <p>Land</p> <p>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Eroded Canyon</p> <p>Land -- Desert</p> <p>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Eroded Canyon</p> <p>Land -- Desert</p> <p>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Eroded Canyon

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Experimental Augury ①②

Instant

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gingerbrute ①

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)
 {1}: This creature can't be blocked this turn except by creatures with haste.
 {2}, {T}, Sacrifice this creature: You gain 3 life.

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Gleaming Geardrake (U)(R) Artifact Creature -- Drake Flying When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleaming Geardrake (U)(R) Artifact Creature -- Drake Flying When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleaming Geardrake (U)(R) Artifact Creature -- Drake Flying When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleaming Geardrake (U)(R) Artifact Creature -- Drake Flying When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Harried Dronesmith (3)(R) Creature -- Human Artificer At the beginning of combat on your turn, create a 1/1 colorless Thopter artifact creature token with flying. It gains haste until end of turn. Sacrifice it at the beginning of your next end step. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harried Dronesmith (3)(R) Creature -- Human Artificer At the beginning of combat on your turn, create a 1/1 colorless Thopter artifact creature token with flying. It gains haste until end of turn. Sacrifice it at the beginning of your next end step. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harried Dronesmith (3)(R) Creature -- Human Artificer At the beginning of combat on your turn, create a 1/1 colorless Thopter artifact creature token with flying. It gains haste until end of turn. Sacrifice it at the beginning of your next end step. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harried Dronesmith (3)(R) Creature -- Human Artificer At the beginning of combat on your turn, create a 1/1 colorless Thopter artifact creature token with flying. It gains haste until end of turn. Sacrifice it at the beginning of your next end step. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Hidden Volcano</div><div>Land -- Cave</div><div>This land enters tapped. {T}: Add {R}. {4}{R}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spyglass Siren</div><div>Creature -- Siren Pirate</div><div>Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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The Surgical Bay <hr/> Land -- Sphere <hr/> This land enters tapped. {T}: Add {U}. {1}{U}, {T}, Sacrifice this land: Draw a card. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Third Path Iconoclast (U)(R) <hr/> Creature -- Human Monk <hr/> Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Third Path Iconoclast (U)(R) <hr/> Creature -- Human Monk <hr/> Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Third Path Iconoclast (U)(R) <hr/> Creature -- Human Monk <hr/> Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Enchant artifact
Enchanted artifact is a Golem
creature with base power and
toughness 5/4 in addition to its
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When this Aura is put into a
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②③

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① ②

Counter target creature or battle spell unless its controller pays {4}. If they do, you incubate 2. (Create an Incubator token with two +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)

[sideboard]

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① ②

Choose one --

- * Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.
- * Counter target activated or triggered ability.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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- * Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.
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[sidebar]

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① ②

Counter target spell with mana value 4 or greater.

[sideboard]

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

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.

<div> <div>Scatter Ray</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target artifact or creature spell unless its controller pays {4}.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Scatter Ray</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target artifact or creature spell unless its controller pays {4}.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Smash to Dust</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Choose one --</div> <div> <ul style="list-style-type: none"> * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - Nhur - Standard (Brewers Cup I)

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