

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Acrobatic Cheerleader</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Survivor</div><div>Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying counter on it. This ability triggers only once.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                       | <div><div>Appendage Amalgam</div><div><div>2</div><div>B</div></div></div> <div><div>Enchantment Creature -- Horror</div><div>Flash<br/>Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div>Appendage Amalgam</div><div><div>2</div><div>B</div></div></div> <div><div>Enchantment Creature -- Horror</div><div>Flash<br/>Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Baseball Bat</div><div><div>G</div><div>W</div></div></div> <div><div>Artifact -- Equipment</div><div>When this Equipment enters, attach it to target creature you control. Equipped creature gets +1/+1. Whenever equipped creature attacks, tap up to one target creature. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Bashful Beastie</div><div><div>4</div><div>G</div></div></div> <div><div>Creature -- Beast</div><div>When this creature dies, 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.)</div><div>[sideboard]</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Bashful Beastie</div><div><div>4</div><div>G</div></div></div> <div><div>Creature -- Beast</div><div>When this creature dies, 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.)</div><div>[sideboard]</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Bear Trap</div><div><div>1</div></div></div> <div><div>Artifact</div><div>Flash<br/>{3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                  | <div><div>Bedhead Beastie</div><div><div>4</div><div>R</div><div>R</div></div></div> <div><div>Creature -- Beast</div><div>Menace (This creature can't be blocked except by two or more creatures.)<br/>Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</div><div>[sideboard]</div><div><div>5/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |



|                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Cursed Windbreaker</b> (2)(U)<br>Artifact -- Equipment<br>When this Equipment enters, manifest dread, then attach this Equipment to that creature. (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.)<br>Equipped creature has flying.<br>Equip {3}<br><br>[sideboard] | <b>Cynical Loner</b> (1)(B)<br>Creature -- Human Survivor<br>This creature can't be blocked by Glimmers.<br>Survival -- At the beginning of your second main phase, if this creature is tapped, you may search your library for a card, put it into your graveyard, then shuffle.<br><br>[sideboard] | <b>Duskmourn's Domination</b> (4)(U)(U)<br>Enchantment -- Aura<br>Enchant creature<br>You control enchanted creature.<br>Enchanted creature gets -3/-0 and loses all abilities.<br><br>[sideboard] | <b>Enter the Enigma</b> (U)<br>Sorcery<br>Target creature can't be blocked this turn.<br>Draw a card.<br><br>[sideboard]                                                                                                                                                                            |
| <b>Enter the Enigma</b> (U)<br>Sorcery<br>Target creature can't be blocked this turn.<br>Draw a card.<br><br>[sideboard]                                                                                                                                                                                                                                                                                                            | <b>Erratic Apparition</b> (2)(U)<br>Creature -- Spirit<br>Flying, vigilance<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +1/+1 until end of turn.<br><br>[sideboard]                                                              | <b>Etched Cornfield</b><br>Land<br>This land enters tapped unless a player has 13 or less life.<br>{T}: Add {G} or {W}.<br><br>[sideboard]                                                         | <b>Fear of Infinity</b> (1)(U)(B)<br>Enchantment Creature -- Nightmare<br>Flying, lifelink<br>This creature can't block.<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, you may return this card from your graveyard to your hand.<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                               |

|                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Fear of Isolation</b> (1)(U)<br>Enchantment Creature -- Nightmare<br>As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Fear of Isolation</b> (1)(U)<br>Enchantment Creature -- Nightmare<br>As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                           | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>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.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Surveillance</b> (1)(W)<br>Enchantment Creature -- Nightmare<br>Vigilance<br>Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Fear of Surveillance</b> (1)(W)<br>Enchantment Creature -- Nightmare<br>Vigilance<br>Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of the Dark</b> (4)(B)<br>Enchantment Creature -- Nightmare<br>Whenever this creature attacks, if defending player controls no Glimmer creatures, it gains menace and deathtouch until end of turn. (A creature with menace can't be blocked except by two or more creatures.)<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of the Dark</b> (4)(B)<br>Enchantment Creature -- Nightmare<br>Whenever this creature attacks, if defending player controls no Glimmer creatures, it gains menace and deathtouch until end of turn. (A creature with menace can't be blocked except by two or more creatures.)<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Final Vengeance</b> (B)<br>Sorcery<br>As an additional cost to cast this spell, sacrifice a creature or enchantment. Exile target creature.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                    |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Forest</b> </div> <div> Basic Land -- Forest </div> <div> ({T}: Add {G}.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Friendly Ghost</b> <div> 3 W </div> </div> <div> Creature -- Spirit </div> <div> Flying<br/> When this creature enters, target creature gets +2/+4 until end of turn. </div> <div> [sideboard] </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                | <div> <b>Grab the Prize</b> <div> 1 R </div> </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, discard a card.<br/> Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                           | <div> <b>Greenhouse</b> <div> 2 G </div> </div> <div> Enchantment -- Room </div> <div> Lands you control have "{T}: Add one mana of any color."<br/> (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) </div> <div> [sideboard] </div> <div> <div>----- RIGHT HALF -----</div> </div> <div> <b>Rickety Gazebo</b> <div> 3 G </div> </div> <div> Enchantment -- Room </div> <div> When you unlock this door, mill four cards, then return up to two permanent cards from among them to your hand.<br/> (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Greenhouse</b> <div> 2 G </div> </div> <div> Enchantment -- Room </div> <div> Lands you control have "{T}: Add one mana of any color."<br/> (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) </div> <div> [sideboard] </div> <div> <div>----- RIGHT HALF -----</div> </div> <div> <b>Rickety Gazebo</b> <div> 3 G </div> </div> <div> Enchantment -- Room </div> <div> When you unlock this door, mill four cards, then return up to two permanent cards from among them to your hand.<br/> (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Grievous Wound</b> <div> 3 B B </div> </div> <div> Enchantment -- Aura </div> <div> Enchant player<br/> Enchanted player can't gain life.<br/> Whenever enchanted player is dealt damage, they lose half their life, rounded up. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Hauntwoods Shrieker</b> <div> 1 G G </div> </div> <div> Creature -- Beast Mutant </div> <div> Whenever this creature attacks, 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.)<br/> {1}{G}: Reveal target face-down permanent. If it's a creature card, you may turn it face up. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Infernal Phantom</b> <div> 3 R </div> </div> <div> Creature -- Spirit </div> <div> Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 until end of turn.<br/> When this creature dies, it deals damage equal to its power to any target. </div> <div> [sideboard] </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                |

Playtest cards - quinniac - Unknown format (MOCS Showcase Open)

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 5/11 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Innocuous Rat</b> <span>1B</span> </div> <div>           Creature -- Rat         </div> <div> <p>When this creature dies, 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.)</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Malevolent Chandelier</b> <span>6</span> </div> <div>           Artifact Creature -- Construct         </div> <div> <p>Flying</p> <p>{2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Meat Locker</b> <span>2U</span> </div> <div>           Enchantment -- Room         </div> <div> <p>When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> <p>[sideboard]</p> </div> <div> <div>RIGHT HALF</div> <div> <b>Drowned Diner</b> <span>3UU</span> </div> <div>           Enchantment -- Room         </div> <div> <p>When you unlock this door, draw three cards, then discard a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Midnight Mayhem</b> <span>2RW</span> </div> <div>           Sorcery         </div> <div> <p>Create three 1/1 red Gremlin creature tokens. Gremlins you control gain menace, lifelink, and haste until end of turn. (A creature with menace can't be blocked except by two or more creatures.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Moldering Gym</b> <span>2G</span> </div> <div>           Enchantment -- Room         </div> <div> <p>When you unlock this door, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> <p>[sideboard]</p> </div> <div> <div>RIGHT HALF</div> <div> <b>Weight Room</b> <span>5G</span> </div> <div>           Enchantment -- Room         </div> <div> <p>When you unlock this door, manifest dread, then put three +1/+1 counters on that creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Most Valuable Slayer</b> <span>3R</span> </div> <div>           Creature -- Human Warrior         </div> <div> <p>Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                        | <div> <b>Nashi, Searcher in the Dark</b> <span>UB</span> </div> <div>           Legendary Creature -- Rat Ninja Wizard         </div> <div> <p>Menace</p> <p>Whenever Nashi deals combat damage to a player, you mill that many cards. You may put any number of legendary and/or enchantment cards from among them into your hand. If you put no cards into your hand this way, put a +1/+1 counter on Nashi.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                  | <div> <b>Neglected Manor</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {B}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                     |

Playtest cards - quinniac - Unknown format (MOCs Showcase Open)

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 6/11 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                  | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Omnivorous Flytrap</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Plant</div> <div>Delirium -- Whenever this creature enters or attacks, if there are four or more card types among cards in your graveyard, distribute two +1/+1 counters among one or two target creatures. Then if there are six or more card types among cards in your graveyard, double the number of +1/+1 counters on those creatures.</div> <div>[sideboard]</div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Orphans of the Wheat</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human</div> <div>Whenever this creature attacks, tap any number of untapped creatures you control. This creature gets +1/+1 until end of turn for each creature tapped this way.</div> <div>[sideboard]</div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                        | <div> <div>Osseous Sticktwister</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Scarecrow</div> <div>Lifelink</div> <div>Delirium -- At the beginning of your end step, if there are four or more card types among cards in your graveyard, each opponent may sacrifice a nonland permanent of their choice or discard a card. Then this creature deals damage equal to its power to each opponent who didn't sacrifice a permanent or discard a card this way.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Peer Past the Veil</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Discard your hand. Then draw X cards, where X is the number of card types among cards in your graveyard.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                          | <div> <div>Piranha Fly</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Fish Insect</div> <div>Flying</div> <div>This creature enters tapped.</div> <div>[sideboard]</div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                              |

|                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Popular Egotist</div><div>Creature -- Human Rogue</div><div>{1}{B}, Sacrifice another creature or enchantment: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it.) Whenever you sacrifice a permanent, target opponent loses 1 life and you gain 1 life.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Possessed Goat</div><div>Creature -- Goat</div><div>{3}, Discard a card: Put three +1/+1 counters on this creature and it becomes a black Demon in addition to its other colors and types. Activate only once.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Possessed Goat</div><div>Creature -- Goat</div><div>{3}, Discard a card: Put three +1/+1 counters on this creature and it becomes a black Demon in addition to its other colors and types. Activate only once.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ragged Playmate</div><div>Artifact Creature -- Toy</div><div>{1}, {T}: Target creature with power 2 or less can't be blocked this turn.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rampaging Soulrager</div><div>Creature -- Spirit</div><div>This creature gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div>Rampaging Soulrager</div><div>Creature -- Spirit</div><div>This creature gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Ripchain Razorkin</b> (3)(R)</p> <p>Creature -- Human Berserker</p> <p>Reach<br/>{2}{R}, Sacrifice a land: Draw a card.</p> <p>[sideboard]</p> <p>5/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                            | <p><b>Savior of the Small</b> (3)(W)</p> <p>Creature -- Kor Survivor</p> <p>Survival -- At the beginning of your second main phase, if this creature is tapped, return target creature card with mana value 3 or less from your graveyard to your hand.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                  | <p><b>Say Its Name</b> (1)(G)</p> <p>Sorcery</p> <p>Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Seized from Slumber</b> (4)(W)</p> <p>Instant</p> <p>This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                  |
| <p><b>Spectral Snatcher</b> (4)(B)(B)</p> <p>Creature -- Spirit</p> <p>Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)<br/>Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spectral Snatcher</b> (4)(B)(B)</p> <p>Creature -- Spirit</p> <p>Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)<br/>Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spineseeker Centipede</b> (2)(G)</p> <p>Creature -- Insect</p> <p>When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Splitskin Doll</b> (1)(W)</p> <p>Artifact Creature -- Toy</p> <p>When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - quinniac - Unknown format (MOCS Showcase Open)

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 9/11 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Strangled Cemetery</div><div>Land</div><div><p>This land enters tapped unless a player has 13 or less life.</p><p>{T}: Add {B} or {G}.</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                        | <div><div>Ticket Booth</div><div>Enchantment -- Room</div><div><p>When you unlock this door, manifest dread.</p><p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p></div><div>[sideboard]</div><div><div>-----</div><div>RIGHT HALF</div><div>-----</div></div><div><div>Tunnel of Hate</div><div>Enchantment -- Room</div><div><p>Whenever you attack, target attacking creature gains double strike until end of turn.</p><p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                | <div><div>Tunnel Surveyor</div><div>Creature -- Human Detective</div><div><p>When this creature enters, create a 1/1 white Glimmer enchantment creature token.</p></div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                              | <div><div>Turn Inside Out</div><div>Instant</div><div><p>Target creature gets +3/+0 until end of turn. When it dies this turn, 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.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   |
| <div><div>Twist Reality</div><div>Instant</div><div><p>Choose one --</p><p>* Counter target spell.</p><p>* 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.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Underwater Tunnel</div><div>Enchantment -- Room</div><div><p>When you unlock this door, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</p><p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p></div><div>[sideboard]</div><div><div>-----</div><div>RIGHT HALF</div><div>-----</div></div><div><div>Slimy Aquarium</div><div>Enchantment -- Room</div><div><p>When you unlock this door, manifest dread, then put a +1/+1 counter on that creature.</p><p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Unsettling Twins</div><div>Creature -- Human</div><div><p>When this creature enters, 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.)</p></div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Unwanted Remake</div><div>Instant</div><div><p>Destroy target creature. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

|                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Vanish from Sight</div><div><div>3</div><div>U</div></div></div> <div><div>Instant</div><div>Target nonland permanent's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Vanish from Sight</div><div><div>3</div><div>U</div></div></div> <div><div>Instant</div><div>Target nonland permanent's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Wildfire Wickerfolk</div><div><div>R</div><div>G</div></div></div> <div><div>Artifact Creature -- Scarecrow</div><div>Haste<br/>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div></div> <div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Withering Torment</div><div><div>2</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature or enchantment. You lose 2 life.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

