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| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div> <div>Agatha's Soul Cauldron</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Agatha's Soul Cauldron</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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Playtest cards - optivial - Standard (Standard Challenge 32)

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 1/10 - 8 cards - 2.5 x 3.5 in each



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

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                        | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                        | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div>Riverpyre Verge</div><div>Land</div><div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>          | <div><div><div>Riverpyre Verge</div><div>Land</div><div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>          | <div><div><div>Riverpyre Verge</div><div>Land</div><div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>          | <div><div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Spirebluff Canal</div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                        |

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| <div> <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                  | <div> <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                  | <div> <div>Steamcore Scholar</div> <div>Creature -- Weird Detective</div> <div> <p>Flying, vigilance</p> <p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                             | <div> <div>Steamcore Scholar</div> <div>Creature -- Weird Detective</div> <div> <p>Flying, vigilance</p> <p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                             |
| <div> <div>Steamcore Scholar</div> <div>Creature -- Weird Detective</div> <div> <p>Flying, vigilance</p> <p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Steamcore Scholar</div> <div>Creature -- Weird Detective</div> <div> <p>Flying, vigilance</p> <p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Tersa Lightshatter</div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Tersa Lightshatter</div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

Playtest cards - optivial - Standard (Standard Challenge 32)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

## 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.)

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Land -- Island Mountain

({{T}}: Add {{U}} or {{R}}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Torch the Tower

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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**Vivi Ornitier**

Legendary Creature -- Wizard

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

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

0/3

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## Vivi Ornitier

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0/3

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## Wild Ride

Sorcery

Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

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| <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Abrade</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div><div>Disdainful Stroke</div><div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             |

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| <b>Disdainful Stroke</b> (1)(U)<br>Instant<br>Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                           | <b>Fire Magic</b> (R)<br>Instant<br>Tiered (Choose one additional cost.)<br>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev   | <b>Fire Magic</b> (R)<br>Instant<br>Tiered (Choose one additional cost.)<br>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                     | <b>Obliterating Bolt</b> (1)(R)<br>Sorcery<br>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Obliterating Bolt</b> (1)(R)<br>Sorcery<br>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ral, Crackling Wit</b> (2)(U)(R)<br>Legendary Planeswalker -- Ral<br>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br>[-3]: Draw three cards, then discard two cards.<br>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Pierce</b> (U)<br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     |

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| <div> <div>Torch the Tower</div> <div>R</div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Witness</div> <div>X</div> <div>R</div> </div> <div> <div>Sorcery</div> <div> <p>Torch the Witness deals twice X damage to target creature. If excess damage was dealt to that creature this way, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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