

Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Confounding Riddle 2U Instant Choose one -- * Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. * Counter target spell unless its controller pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal 2U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ephara's Dispersal 2U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal 2U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal 2U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Marang River Regent 4 U U Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch 3 U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marang River Regent 4 U U Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch 3 U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marang River Regent 4 U U Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch 3 U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marang River Regent 4 U U Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch 3 U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.	Moment of Truth (1)(U) Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.	Moment of Truth (1)(U) Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.	Moment of Truth (1)(U) Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.
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Moment of Truth (1)(U) Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.	Omniscience (7)(U)(U)(U) Enchantment You may cast spells from your hand without paying their mana costs.	Omniscience (7)(U)(U)(U) Enchantment You may cast spells from your hand without paying their mana costs.	Omniscience (7)(U)(U)(U) Enchantment You may cast spells from your hand without paying their mana costs.
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Omniscience 7 U U U Enchantment You may cast spells from your hand without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains (<code>{T}</code>): Add <code>{W}</code>.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains (<code>{T}</code>): Add <code>{W}</code>.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roiling Dragonstorm 1 U Enchantment When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roiling Dragonstorm 1 U Enchantment When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roiling Dragonstorm 1 U Enchantment When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roiling Dragonstorm 1 U Enchantment When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. <code>{T}</code>: Add <code>{W}</code> or <code>{U}</code>. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stock Up Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror 2 W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Conqueror 2 W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horned Loch-Whale 4 U U Creature -- Whale Flash Ward {2} This creature enters tapped unless it's your turn. [sideboard] 6/6 ----- ADVENTURE ----- Lagoon Breach 1 U Instant -- Adventure The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil's Flanker 2 W Creature -- Cat Warrior Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Mistmoors 5 W W Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lo, Laurence - Standard (ReCQ - Standard - SCG CON Minneapolis - Friday -

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 9/10 - 8 cards - 2.5 x 3.5 in each

Overlord of the Mistmoors 5WW Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory 1W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory 1W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	