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| <div><div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Consider</div><div><div>U</div></div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                       | <div><div><div>Consider</div><div><div>U</div></div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                       | <div><div><div>Consider</div><div><div>U</div></div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                       | <div><div><div>Consider</div><div><div>U</div></div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                       |

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| <p><b>Curious Obsession</b> <span>U</span></p> <p>Enchantment -- Aura</p> <hr/> <p>Enchant creature<br/>           Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."<br/>           At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                | <p><b>Curious Obsession</b> <span>U</span></p> <p>Enchantment -- Aura</p> <hr/> <p>Enchant creature<br/>           Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."<br/>           At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                | <p><b>Curious Obsession</b> <span>U</span></p> <p>Enchantment -- Aura</p> <hr/> <p>Enchant creature<br/>           Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."<br/>           At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                | <p><b>Curious Obsession</b> <span>U</span></p> <p>Enchantment -- Aura</p> <hr/> <p>Enchant creature<br/>           Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."<br/>           At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                |
| <p><b>Delver of Secrets</b> <span>U</span></p> <p>Creature -- Human Wizard</p> <hr/> <p>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</p> <p><b>1/1</b></p> <p>----- BACK FACE -----</p> <p><b>Insectile Aberration</b></p> <p>Creature -- Human Insect</p> <hr/> <p>Flying</p> <p><b>3/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Delver of Secrets</b> <span>U</span></p> <p>Creature -- Human Wizard</p> <hr/> <p>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</p> <p><b>1/1</b></p> <p>----- BACK FACE -----</p> <p><b>Insectile Aberration</b></p> <p>Creature -- Human Insect</p> <hr/> <p>Flying</p> <p><b>3/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Delver of Secrets</b> <span>U</span></p> <p>Creature -- Human Wizard</p> <hr/> <p>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</p> <p><b>1/1</b></p> <p>----- BACK FACE -----</p> <p><b>Insectile Aberration</b></p> <p>Creature -- Human Insect</p> <hr/> <p>Flying</p> <p><b>3/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Delver of Secrets</b> <span>U</span></p> <p>Creature -- Human Wizard</p> <hr/> <p>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</p> <p><b>1/1</b></p> <p>----- BACK FACE -----</p> <p><b>Insectile Aberration</b></p> <p>Creature -- Human Insect</p> <hr/> <p>Flying</p> <p><b>3/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div>Ephara's Dispersal</div><div>②①</div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ephara's Dispersal</div><div>②①</div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ephara's Dispersal</div><div>②①</div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ephara's Dispersal</div><div>②①</div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Essence Flux</div><div>①</div></div> <div>Instant</div> <div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 | <div><div>Essence Flux</div><div>①</div></div> <div>Instant</div> <div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 | <div><div>Essence Flux</div><div>①</div></div> <div>Instant</div> <div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 | <div><div>Essence Flux</div><div>①</div></div> <div>Instant</div> <div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 |

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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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                          | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                          | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         |
| <div>March of Swirling Mist X U</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>March of Swirling Mist X U</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pteramander U</div> <div>Creature -- Salamander Drake</div> <div>Flying<br/>{7}{U}: Adapt 4. This ability costs {1} less to activate for each instant and sorcery card in your graveyard. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pteramander U</div> <div>Creature -- Salamander Drake</div> <div>Flying<br/>{7}{U}: Adapt 4. This ability costs {1} less to activate for each instant and sorcery card in your graveyard. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Pteramander</b> <span>U</span><br>Creature -- Salamander Drake<br>Flying<br>{7}{U}: Adapt 4. This ability costs {1} less to activate for each instant and sorcery card in your graveyard. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                      | <b>Pteramander</b> <span>U</span><br>Creature -- Salamander Drake<br>Flying<br>{7}{U}: Adapt 4. This ability costs {1} less to activate for each instant and sorcery card in your graveyard. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                      | <b>Quantum Riddler</b> <span>3</span> <span>U</span> <span>U</span><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><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Quantum Riddler</b> <span>3</span> <span>U</span> <span>U</span><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><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Quantum Riddler</b> <span>3</span> <span>U</span> <span>U</span><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><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Quantum Riddler</b> <span>3</span> <span>U</span> <span>U</span><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><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Pierce</b> <span>U</span><br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                | <b>Spell Pierce</b> <span>U</span><br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                |

U

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

(Gain the next level as a sorcery to add its ability.)

When this Class enters, create a 1/1 blue and red Otter creature token with prowess.

{3}{U}: Level 2

When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.

{5}{U}: Level 3

Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

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(Gain the next level as a sorcery to add its ability.)

When this Class enters, create a 1/1 blue and red Otter creature token with prowess.

{3}{U}: Level 2

When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.

{5}{U}: Level 3

Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

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U

Counter target artifact or  
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target artifact or  
enchantment spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

**Vigilance**  
This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Vigilance**  
This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.

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| <div> <div>Cerulean Drake</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Drake</div> <div> <div>Flying</div> <div>Protection from red (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything red.)</div> <div>Sacrifice this creature: Counter target spell that targets you.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Cerulean Drake</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Drake</div> <div> <div>Flying</div> <div>Protection from red (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything red.)</div> <div>Sacrifice this creature: Counter target spell that targets you.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Grafdigger's Cage</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>Creature cards in graveyards and libraries can't enter the battlefield.</div> <div>Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Grafdigger's Cage</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>Creature cards in graveyards and libraries can't enter the battlefield.</div> <div>Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Malevolent Hermit</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.</div> <div>Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>  | <div> <div>Malevolent Hermit</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.</div> <div>Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>  | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {2} less to cast if it targets a blue spell.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>   | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {2} less to cast if it targets a blue spell.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>   |
| <div> <div>Benevolent Geist</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit Wizard</div> <div> <div>Flying</div> <div>Noncreature spells you control can't be countered.</div> <div>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                              | <div> <div>Benevolent Geist</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit Wizard</div> <div> <div>Flying</div> <div>Noncreature spells you control can't be countered.</div> <div>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                              | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                   | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                   |

Playtest cards - pao1989-06933 - Pioneer (Holiday Night Magic)

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

|                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div> <b>Ringing Strike Mastery</b> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>When this Aura enters, tap enchanted creature.</p> <p>Enchanted creature doesn't untap during its controller's untap step.</p> <p>Enchanted creature has "{5}: Untap this creature."</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Ringing Strike Mastery</b> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>When this Aura enters, tap enchanted creature.</p> <p>Enchanted creature doesn't untap during its controller's untap step.</p> <p>Enchanted creature has "{5}: Untap this creature."</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Tempted by the Oriq</b> </div> <div> <div>Sorcery</div> <div> <p>For each opponent, gain control of up to one target creature or planeswalker that player controls with mana value 3 or less.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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