Bilbo's Gambit {1}{W}

Instant

Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Return target spell to its owner's hand. If the gift was promised, players can't cast spells this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bilbo's Gambit {1}{W}

Instant

Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Return target spell to its owner's hand. If the gift was promised, players can't cast spells this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Measures {B}

Instant

Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Measures {B}

Instant

Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Measures {B}

Instant

Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dual-Sun Technique {1}{W}

Instant

Target creature you control gains double strike until end of turn. If it has a +1/+1 counter on it, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Dual-Sun Technique {1}{W}

Instant

Target creature you control gains double strike until end of turn. If it has a +1/+1 counter on it, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dual-Sun Technique {1}{W}

Instant

Target creature you control gains double strike until end of turn. If it has a +1/+1 counter on it, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dual-Sun Technique {1}{W}

Instant

Target creature you control gains double strike until end of turn. If it has a +1/+1 counter on it, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honor {W}

Sorcery

Put a +1/+1 counter on target creature.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honor {W}

Sorcery

Put a +1/+1 counter on target creature.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honor {W}

Sorcery

Put a +1/+1 counter on target creature.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Honor {W}

Sorcery

Put a +1/+1 counter on target creature.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Informed Inkwright {1}{W}

Creature -- Human Wizard

Vigilance
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, create a 1/1 white and black Inkling creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Informed Inkwright {1}{W}

Creature -- Human Wizard

Vigilance
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, create a 1/1 white and black Inkling creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Informed Inkwright {1}{W}

Creature -- Human Wizard

Vigilance
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, create a 1/1 white and black Inkling creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lecturing Scornmage {B}

Creature -- Human Warlock

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lecturing Scornmage {B}

Creature -- Human Warlock

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lecturing Scornmage {B}

Creature -- Human Warlock

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lecturing Scornmage {B}

Creature -- Human Warlock

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masterful Flourish {B}

Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masterful Flourish {B}

Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masterful Flourish {B}

Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masterful Flourish {B}

Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Practiced Offense {2}{W}

Sorcery

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.
Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scolding Administrator {W}{B}

Creature -- Dwarf Cleric

Menace (This creature can't be blocked except by two or more creatures.)
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.
When this creature dies, if it had counters on it, put those counters on up to one target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scolding Administrator {W}{B}

Creature -- Dwarf Cleric

Menace (This creature can't be blocked except by two or more creatures.)
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.
When this creature dies, if it had counters on it, put those counters on up to one target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scolding Administrator {W}{B}

Creature -- Dwarf Cleric

Menace (This creature can't be blocked except by two or more creatures.)
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.
When this creature dies, if it had counters on it, put those counters on up to one target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scolding Administrator {W}{B}

Creature -- Dwarf Cleric

Menace (This creature can't be blocked except by two or more creatures.)
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.
When this creature dies, if it had counters on it, put those counters on up to one target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
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 PLAY botbox.dev

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.

Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
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 PLAY botbox.dev

Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
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 PLAY botbox.dev

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverquill Charm {W}{B}

Instant

Choose one --
* Put two +1/+1 counters on target creature.
* Exile target creature with power 2 or less.
* Each opponent loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverquill Charm {W}{B}

Instant

Choose one --
* Put two +1/+1 counters on target creature.
* Exile target creature with power 2 or less.
* Each opponent loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Silverquill Charm {W}{B}

Instant

Choose one --
* Put two +1/+1 counters on target creature.
* Exile target creature with power 2 or less.
* Each opponent loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverquill Charm {W}{B}

Instant

Choose one --
* Put two +1/+1 counters on target creature.
* Exile target creature with power 2 or less.
* Each opponent loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snooping Page {1}{W}{B}

Creature -- Human Cleric

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature can't be blocked this turn.
Whenever this creature deals combat damage to a player, you draw a card and lose 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snooping Page {1}{W}{B}

Creature -- Human Cleric

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature can't be blocked this turn.
Whenever this creature deals combat damage to a player, you draw a card and lose 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stirring Hopesinger {2}{W}

Creature -- Bird Bard

Flying, lifelink
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on each creature you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stirring Hopesinger {2}{W}

Creature -- Bird Bard

Flying, lifelink
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on each creature you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cost of Brilliance (2)(B)

Sorcery

Target player draws two cards and loses 2 life. Put a +1/+1 counter on up to one target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat (1)(B)

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat (1)(B)

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat (1)(B)

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

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

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snooping Page {1}{W}{B}

Creature -- Human Cleric

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature can't be blocked this turn.
Whenever this creature deals combat damage to a player, you draw a card and lose 1 life.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 10/10 - 2 cards - 2.5 x 3.5 in each

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.