

<div> <div>Fading Hope</div> <div>Instant</div> <div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Fading Hope</div> <div>Instant</div> <div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Fading Hope</div> <div>Instant</div> <div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Fading Hope</div> <div>Instant</div> <div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
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<div><div>High-Speed Hoverbike②</div><div>Artifact -- Vehicle</div><div>Flash Flying When this Vehicle enters, tap up to one target creature. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>High-Speed Hoverbike②</div><div>Artifact -- Vehicle</div><div>Flash Flying When this Vehicle enters, tap up to one target creature. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>High-Speed Hoverbike②</div><div>Artifact -- Vehicle</div><div>Flash Flying When this Vehicle enters, tap up to one target creature. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>2/2</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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Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.

2/1

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Flying
When this creature enters, tap
target permanent.

1/1

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<div> Network Disruptor U </div> <div> Artifact Creature -- Moonfolk Rogue </div> <div> <p>Flying</p> <p>When this creature enters, tap target permanent.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Prosperous Thief 2U </div> <div> Creature -- Human Ninja </div> <div> <p>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Prosperous Thief 2U </div> <div> Creature -- Human Ninja </div> <div> <p>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Prosperous Thief 2U </div> <div> Creature -- Human Ninja </div> <div> <p>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Playtest cards - HansCroissant - Standard (Brewers Cup I)

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

Spyglass Siren ^U Creature -- Siren Pirate <hr/> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spyglass Siren ^U Creature -- Siren Pirate <hr/> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spyglass Siren ^U Creature -- Siren Pirate <hr/> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spyglass Siren ^U Creature -- Siren Pirate <hr/> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Uctus's Retrofitter ^{2U} Creature -- Phyrexian Artificer <hr/> Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Uctus's Retrofitter ^{2U} Creature -- Phyrexian Artificer <hr/> Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Uctus's Retrofitter ^{2U} Creature -- Phyrexian Artificer <hr/> Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Uctus's Retrofitter ^{2U} Creature -- Phyrexian Artificer <hr/> Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, up to one target artifact you control becomes an artifact creature with base power and toughness 4/4 for as long as this creature remains on the battlefield. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Slip Out the Back</div><div><div>U</div></div></div> <div><div>Instant</div><div>Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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<div><div><div>Witness Protection</div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>	<div><div><div>Witness Protection</div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>	<div><div><div>Witness Protection</div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>	
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