

Chart a Course

① ②

Sorcery

Draw two cards. Then discard a card unless you attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Curious Obsession

U

Enchantment - - Aura

Enchant creature
Enchanted creature gets +1/+1 and
has "Whenever this creature deals
combat damage to a player, you may
draw a card."
At the beginning of your end step,
if you didn't attack with a creature
this turn, sacrifice this Aura.

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Dive Down

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Instant

Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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Playtest cards - thegabe101 - Standard (Standard League)

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

Dive Down Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dive Down Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclusion Mage Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mist-Cloaked Herald Ⓢ Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald Ⓢ Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald Ⓢ Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opt Ⓢ Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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UUU

Flying
This creature gets +1/+0 for each
basic Island you control.

0/4

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Flying
Whenever this creature attacks,
target creature defending player
controls loses all abilities and has
base power and toughness 0/1 until
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2/1

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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.

Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Essence Scatter 1 U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Scatter 1 U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclusion Mage 2 U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclusion Mage 2 U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Cunning Castaway Legendary Planeswalker -- Jace [+1]: Whenever one or more creatures you control deal combat damage to a player this turn, draw a card, then discard a card. [-2]: Create a 2/2 blue Illusion creature token with "When this token becomes the target of a spell, sacrifice it." [-5]: Create two tokens that are copies of Jace, except they're not legendary. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Scion of Urza Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Selective Snare Sorcery Return X target creatures of the creature type of your choice to their owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sleep Sorcery Tap all creatures target player controls. Those creatures don't untap during that player's next untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge Mare Creature -- Horse Fish This creature can't be blocked by green creatures. Whenever this creature deals damage to an opponent, you may draw a card. If you do, discard a card. {1}{U}: This creature gets +2/-2 until end of turn. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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