

Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dive Down U 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 U 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 U 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	Essence Capture Instant Counter target creature spell. Put a +1/+1 counter on up to one target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) 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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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Trickster Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Trickster Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Trickster Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Merfolk Trickster ⓈⓈ Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 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	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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pteramander ^U Creature -- Salamander Drake Flying {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pteramander ^U Creature -- Salamander Drake Flying {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pteramander ^U Creature -- Salamander Drake Flying {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pteramander ^U Creature -- Salamander Drake Flying {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Siren Stormtamer ^U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siren Stormtamer ^U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siren Stormtamer ^U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siren Stormtamer ^U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tempest Djinn Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Djinn Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Djinn Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Djinn Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wizard's Retort ①④④ 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 ①④④ 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 ①④④ 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 ①④④ Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disdainful Stroke ①④ Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entrancing Melody ⑩④④ Sorcery Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entrancing Melody ⑩④④ Sorcery Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entrancing Melody ⑩④④ Sorcery Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U U

Counter target creature spell. Put a +1/+1 counter on up to one target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash
Flying

When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

① ②

Flash
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When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

① ② U

Enchant creature

Enchanted creature loses all abilities and has base power and toughness 1/1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant creature

Enchant creature
Enchanted creature loses all
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toughness 1/1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Each opponent can't draw more than one card each turn.

[–2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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①②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

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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.

Surge Mare UU 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 PLAYbotbox.dev	Surge Mare UU 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 PLAYbotbox.dev	Surge Mare UU 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 PLAYbotbox.dev	
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