

Consider Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disdainful Stroke Instant Counter target spell with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fateful Absence Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacial Floodplain Snow Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacial Floodplain Snow Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacial Floodplain Snow Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glacial Floodplain Snow Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Faith 1 W W Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Faith 1 W W Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hengegate Pathway Land ({T}: Add {W}). ----- - - - BACK FACE - - - Mistgate Pathway Land ({T}: Add {U}). PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hengegate Pathway Land {T}: Add {W}. BACK FACE Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hengegate Pathway Land {T}: Add {W}. BACK FACE Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hengegate Pathway Land {T}: Add {W}. BACK FACE Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iymrith, Desert Doom ③④⑤ Legendary Creature -- Dragon Flying Iymrith has ward {4} as long as it's untapped. Whenever Iymrith deals combat damage to a player, draw a card. Then if you have fewer than three cards in hand, draw cards equal to the difference. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - paka11 - Standard (Standard Challenge)

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 4/10 - 8 cards - 2.5 x 3.5 in each

Luminarch Aspirant 1 W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Deluge 2 U U Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reidane, God of the Worthy Card OTHER FACE Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card OTHER FACE Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomskar 3 W W Sorcery Destroy all creatures. Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomskar 3 W W Sorcery Destroy all creatures. Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomskar 3 W W Sorcery Destroy all creatures. Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grand Master of Flowers 2WW Legendary Planeswalker -- Bahamut As long as Grand Master of Flowers has seven or more loyalty counters on him, he's a 7/7 Dragon God creature with flying and indestructible. [+1]: Target creature without first strike, double strike, or vigilance can't attack or block until your next turn. [+1]: Search your library and/or graveyard for a card named Monk of the Open Hand, reveal it, and put it into your hand. If you search your library this way, shuffle. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grand Master of Flowers 2WW Legendary Planeswalker -- Bahamut As long as Grand Master of Flowers has seven or more loyalty counters on him, he's a 7/7 Dragon God creature with flying and indestructible. [+1]: Target creature without first strike, double strike, or vigilance can't attack or block until your next turn. [+1]: Search your library and/or graveyard for a card named Monk of the Open Hand, reveal it, and put it into your hand. If you search your library this way, shuffle. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Hermit 1U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 -- BACK FACE -- Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Hermit 1U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 -- BACK FACE -- Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

You Hear Something on Watch (1)(W) Instant Choose one -- * Rouse the Party -- Creatures you control get +1/+1 until end of turn. * Set Off Traps -- This spell deals 5 damage to target attacking creature. [sideboard]	You Hear Something on Watch (1)(W) Instant Choose one -- * Rouse the Party -- Creatures you control get +1/+1 until end of turn. * Set Off Traps -- This spell deals 5 damage to target attacking creature. [sideboard]	You See a Guard Approach (U) Instant Choose one -- * Distract the Guard -- Tap target creature. * Hide -- Target creature you control gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard]
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each