

<div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Aven Interrupter 1W</div> <div>Creature -- Bird Rogue</div> <div>Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Aven Interrupter 1W</div> <div>Creature -- Bird Rogue</div> <div>Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div><div>Flash</div><div>Flying</div><div>Whenever an opponent draws their second card each turn, you draw a card.</div><div>{3}{U}: Each player draws a card.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div><div>Flash</div><div>Flying</div><div>Whenever an opponent draws their second card each turn, you draw a card.</div><div>{3}{U}: Each player draws a card.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div><div>Flash</div><div>Flying</div><div>Whenever an opponent draws their second card each turn, you draw a card.</div><div>{3}{U}: Each player draws a card.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

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Malcolm, Alluring Scoundrel (1)(U)

Legendary Creature -- Siren Pirate

Flash

Flying

Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.

2/1

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2/1

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No More Lies

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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Playtest cards - remf - Standard (Standard Challenge 32)

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

<div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Otawara, Soaring City</div></div> <div><div>Legendary Land</div><div>{T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<p>Sleep-Cursed Faerie (U)</p> <p>Creature -- Faerie Wizard</p> <p>Flying, ward {2} This creature enters tapped with three stun counters on it. (If it would become untapped, remove a stun counter from it instead.) {1}{U}: Untap this creature.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sunfall (3)(W)(W)</p> <p>Sorcery</p> <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sunfall (3)(W)(W)</p> <p>Sorcery</p> <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Wandering Emperor (2)(W)(W)</p> <p>Legendary Planeswalker</p> <p>Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

②③

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

3/2

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③ W W

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

①②W

Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)

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④ W W

Choose one or more --

- * Exile all artifacts.
- * Exile all creatures.
- * Exile all enchantments.
- * Exile all graveyards.

[sideboard]

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④ W W

Choose one or more --

- * Exile all artifacts.
- * Exile all creatures.
- * Exile all enchantments.
- * Exile all graveyards.

[sidebar]

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① W

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

[sidebar]

D 3

- - - BACK FACE - - -

At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

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<div> <div> Knockout Blow <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Knockout Blow <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Knockout Blow <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Kutzil's Flanker <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Cat Warrior</div> <div> <div>Flash</div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>
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Playtest cards - remf - Standard (Standard Challenge 32)

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 10/10 - 3 cards - 2.5 x 3.5 in each