

<div><div><div>Deduce</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Deduce</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Deduce</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Deserted Beach</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Field of Ruin</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Field of Ruin</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Field of Ruin</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Field of Ruin</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Get Lost</div><div>Instant</div><div><div><div>1</div><div>W</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Get Lost</div><div>Instant</div><div><div><div>1</div><div>W</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Mirrex</div></div> <div><div>Land -- Sphere</div><div>{T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<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>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>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>

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① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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2 W W

[-2]: Exile target tapped creature.
You gain 2 life.

L 3

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[2]: Exile target tapped creature.  
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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

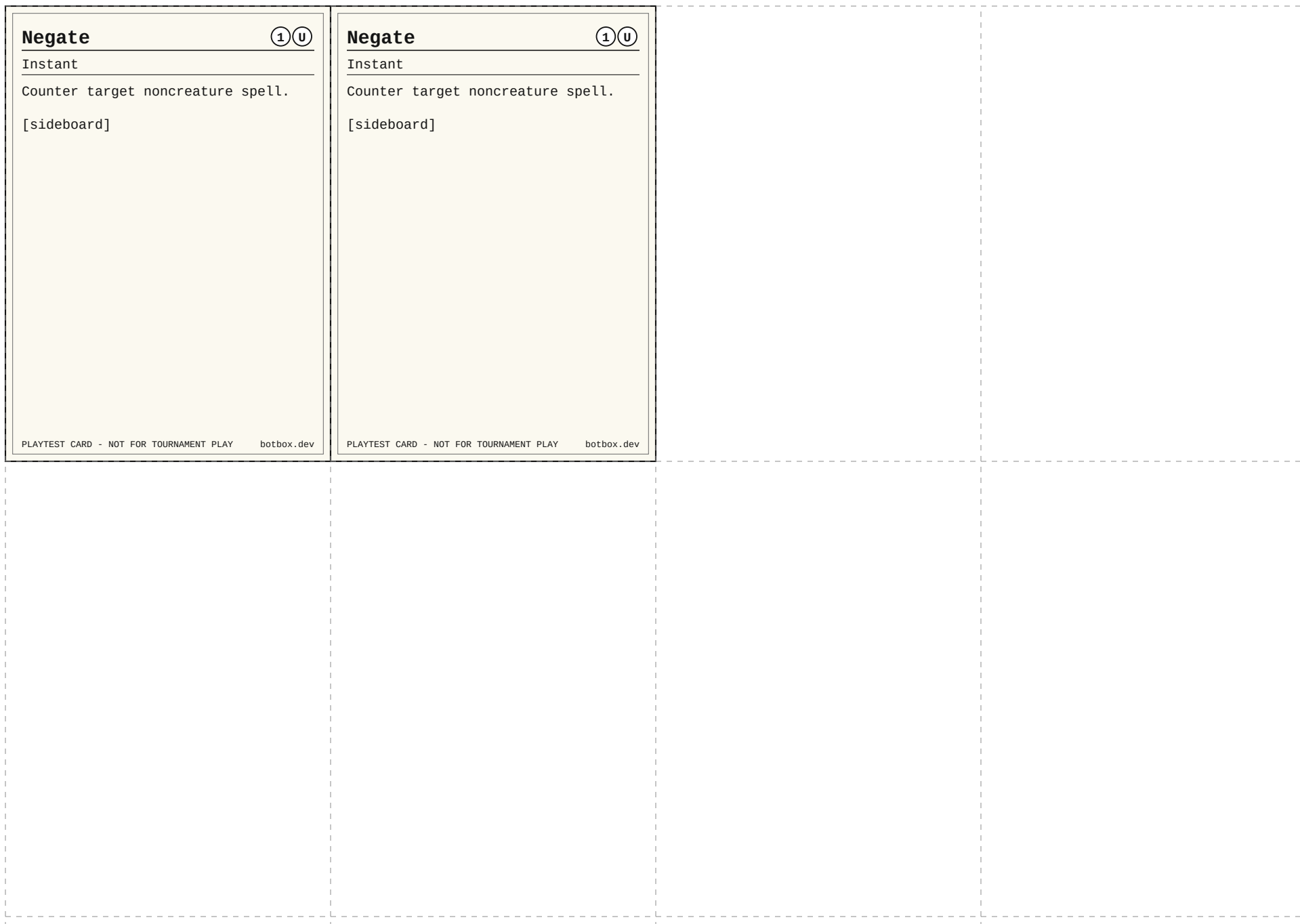
<div><div>Three Steps Ahead</div><div>Instant</div><div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Three Steps Ahead</div><div>Instant</div><div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Three Steps Ahead</div><div>Instant</div><div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Three Steps Ahead</div><div>Instant</div><div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Destroy Evil</div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Destroy Evil</div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disdainful Stroke</div><div>Instant</div><div>Counter target spell with mana value 4 or greater. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disdainful Stroke</div><div>Instant</div><div>Counter target spell with mana value 4 or greater. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Dust Animus</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it.</div> <div>Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Dust Animus</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it.</div> <div>Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Farewell</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Choose one or more --</div> <div>* Exile all artifacts.</div> <div>* Exile all creatures.</div> <div>* Exile all enchantments.</div> <div>* Exile all graveyards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Farewell</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Choose one or more --</div> <div>* Exile all artifacts.</div> <div>* Exile all creatures.</div> <div>* Exile all enchantments.</div> <div>* Exile all graveyards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {2} less to cast if it targets a red creature.</div> <div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {2} less to cast if it targets a red creature.</div> <div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {2} less to cast if it targets a red creature.</div> <div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {2} less to cast if it targets a red creature.</div> <div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

Playtest cards - Edel - 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 9/10 - 8 cards - 2.5 x 3.5 in each



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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.

sheet 10/10 - 2 cards - 2.5 x 3.5 in each