

**Playtest cards - Cabezadebolo - Standard (Standard Challenge 32)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each  
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.

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ootbox.dev

Creature -- Bat

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Creature -- Bat

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Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Advisor

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Creature -- Human Advisor

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Creature -- Faerie Warlock

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| <b>Faerie Dreamthief</b> <span>(B)</span><br>Creature -- Faerie Warlock<br>Flying<br>When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>{2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Mastermind</b> <span>(1)(U)</span><br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Mastermind</b> <span>(1)(U)</span><br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Mastermind</b> <span>(1)(U)</span><br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Faerie Mastermind</b> <span>(1)(U)</span><br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev              | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev              | <b>Go for the Throat</b> <span>(1)(B)</span><br>Instant<br>Destroy target nonartifact creature.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              |

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| <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Invasion of Amonkhet</div><div><div>1</div><div>U</div><div>B</div></div></div><div><div>Battle -- Siege</div><div>(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.)<br/>When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.)</div></div></div> <div><div>D 4</div></div> <div><div>----- BACK FACE -----</div><div><div><div>Lazotep Convert</div><div>Creature -- Zombie</div><div>You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types.</div></div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Invasion of Amonkhet</div><div><div>1</div><div>U</div><div>B</div></div></div><div><div>Battle -- Siege</div><div>(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.)<br/>When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.)</div></div></div> <div><div>D 4</div></div> <div><div>----- BACK FACE -----</div><div><div><div>Lazotep Convert</div><div>Creature -- Zombie</div><div>You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types.</div></div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Invasion of Amonkhet</div><div><div>1</div><div>U</div><div>B</div></div></div><div><div>Battle -- Siege</div><div>(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.)<br/>When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.)</div></div></div> <div><div>D 4</div></div> <div><div>----- BACK FACE -----</div><div><div><div>Lazotep Convert</div><div>Creature -- Zombie</div><div>You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types.</div></div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Invasion of Amonkhet</div><div><div>1</div><div>U</div><div>B</div></div></div><div><div>Battle -- Siege</div><div>(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.)<br/>When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.)</div></div></div> <div><div>D 4</div></div> <div><div>----- BACK FACE -----</div><div><div><div>Lazotep Convert</div><div>Creature -- Zombie</div><div>You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types.</div></div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

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| <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Reef</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                    |

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| <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sheoldred, the Apocalypse 2B B</div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            |
| <div><div>Sheoldred, the Apocalypse 2B B</div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            | <div><div>Steamcore Scholar 2U</div><div>Creature -- Weird Detective</div><div><p>Flying, vigilance</p><p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div>Steamcore Scholar 2U</div><div>Creature -- Weird Detective</div><div><p>Flying, vigilance</p><p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div>Steamcore Scholar 2U</div><div>Creature -- Weird Detective</div><div><p>Flying, vigilance</p><p>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Steamcore Scholar</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Weird Detective</div><div>Flying, vigilance<br/>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>( {T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>( {T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>( {T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                        |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>( {T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                               | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>( {T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>( {T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tishana's Tidebinder</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>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.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                       | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Anoint with Affliction 1B</div><div>Instant</div><div><div>Exile target creature if it has mana value 3 or less.</div><div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Anoint with Affliction 1B</div><div>Instant</div><div><div>Exile target creature if it has mana value 3 or less.</div><div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Blot Out 2B</div><div>Instant</div><div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Cut Down B</div><div>Instant</div><div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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3 B B

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

5/4

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3 B

When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

4/3

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3 B

When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

4/3

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①BB

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

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① ②

Counter target noncreature spell.

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| <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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.)</div> <div>[sideboard]</div> <div> <div>3/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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