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| <div><div><div>Anoint with Affliction</div><div>1B</div></div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |
| <div><div><div>Darkslick Shores</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Darkslick Shores</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Darkslick Shores</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Darkslick Shores</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Deep-Cavern Bat</b> (1)(B)<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Deep-Cavern Bat</b> (1)(B)<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Deep-Cavern Bat</b> (1)(B)<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Deep-Cavern Bat</b> (1)(B)<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   |
| <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br>Flash<br>Whenever a creature you control deals combat damage to a player, draw a card.<br>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br>4/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br>Flash<br>Whenever a creature you control deals combat damage to a player, draw a card.<br>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br>4/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br>Flash<br>Whenever a creature you control deals combat damage to a player, draw a card.<br>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br>4/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ertai Resurrected</b> (2)(U)(B)<br>Legendary Creature -- Phyrexian Human Wizard<br>Flash<br>When Ertai Resurrected enters, choose up to one --<br>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br>* Destroy another target creature or planeswalker. Its controller draws a card.<br>3/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Faerie Mastermind</b> <span>1</span> <span>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>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                     | <b>Faerie Mastermind</b> <span>1</span> <span>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>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                     | <b>Faerie Mastermind</b> <span>1</span> <span>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>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                     | <b>Faerie Mastermind</b> <span>1</span> <span>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>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Floodpits Drowner</b> <span>1</span> <span>U</span><br>Creature -- Merfolk<br>Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Floodpits Drowner</b> <span>1</span> <span>U</span><br>Creature -- Merfolk<br>Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Floodpits Drowner</b> <span>1</span> <span>U</span><br>Creature -- Merfolk<br>Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br>2/1<br>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>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        |

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;  
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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Fountainport</div> <div>Land</div> <div>           {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.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Gix's Command</div> <div>Sorcery</div> <div>           Choose two --<br/>           * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br/>           * Destroy each creature with power 2 or less.<br/>           * Return up to two creature cards from your graveyard to your hand.<br/>           * Each opponent sacrifices a creature with the greatest power among creatures they control.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Gloomlake Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {B}. Activate only if you control an Island or a Swamp.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Gloomlake Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {B}. Activate only if you control an Island or a Swamp.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Gloomlake Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {B}. Activate only if you control an Island or a Swamp.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                     | <div>Gloomlake Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {B}. Activate only if you control an Island or a Swamp.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                 | <div>Go for the Throat</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                         | <div>Go for the Throat</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                         |

Playtest cards - remf - Standard (Standard Challenge 32)

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

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| <div><div><div>Go for the Throat</div><div>1B</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>Island</div></div><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>                                                                                                                                                                          | <div><div><div>Island</div></div><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>                                                                                                                                                                          | <div><div><div>Kaito, Bane of Nightmares</div><div>2UB</div></div><div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>L4</div></div> |
| <div><div><div>Kaito, Bane of Nightmares</div><div>2UB</div></div><div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>L4</div></div> | <div><div><div>Phantom Interference</div><div>U</div></div><div><div>Instant</div><div>Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Phantom Interference</div><div>U</div></div><div><div>Instant</div><div>Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Restless Reef</div></div><div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {B}. {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. Whenever this land attacks, target player mills four cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.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 2BB</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                      |
| <div><div>Spyglass Siren U</div><div>Creature -- Siren Pirate</div><div><p>Flying</p><p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div>Spyglass Siren U</div><div>Creature -- Siren Pirate</div><div><p>Flying</p><p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div>Spyglass Siren U</div><div>Creature -- Siren Pirate</div><div><p>Flying</p><p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div>Spyglass Siren U</div><div>Creature -- Siren Pirate</div><div><p>Flying</p><p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <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>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <div>Unstoppable Slasher 2B</div> <div>Creature -- Zombie Assassin</div> <div>Deathtouch</div> <div>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</div> <div>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Unstoppable Slasher 2B</div> <div>Creature -- Zombie Assassin</div> <div>Deathtouch</div> <div>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</div> <div>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Unstoppable Slasher 2B</div> <div>Creature -- Zombie Assassin</div> <div>Deathtouch</div> <div>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</div> <div>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Anoint with Affliction 1B</div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Blot Out 2B</div> <div>Instant</div> <div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                              | <div>Disdainful Stroke 1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                              | <div>Dreams of Steel and Oil B</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                |

**B**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Choose two --

- \* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- \* Destroy each creature with power 2 or less.
- \* Return up to two creature cards from your graveyard to your hand.
- \* Each opponent sacrifices a creature with the greatest power among creatures they control.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/5

## Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

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.)

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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