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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           |
| <div><div>Magic Damper</div><div>Instant</div><div>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Marauding Mako</div><div>Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Marauding Mako</div><div>Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Marauding Mako</div><div>Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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Whenever you discard one or more cards, put that many +1/+1 counters on this creature.  
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Proft's Eidetic Memory (1)(U)

### Legendary Enchantment

When Pror't's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
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.

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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>Quantum Riddler 3UU</div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Quantum Riddler 3UU</div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Quantum Riddler 3UU</div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                           | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |

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| <div><div><div>Stormchaser's Talent</div><div>U</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |

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| <div> <div>Winternight Stories</div> <div>2U</div> </div> <div>Sorcery</div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Winternight Stories</div> <div>2U</div> </div> <div>Sorcery</div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Winternight Stories</div> <div>2U</div> </div> <div>Sorcery</div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Winternight Stories</div> <div>2U</div> </div> <div>Sorcery</div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Abrade</div> <div>1R</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                 | <div> <div>Aegis Turtle</div> <div>U</div> </div> <div>Creature -- Turtle</div> <div> <p>[sideboard]</p> </div> <div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                         | <div> <div>Annul</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target artifact or enchantment spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                     | <div> <div>Annul</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target artifact or enchantment spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                     |

Playtest cards - RPA - Standard (Standard League)

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

1 U R

Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.

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① ②

Counter target creature spell.

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Tiered (Choose one additional cost.)

- \* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
- \* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
- \* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

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① ②

Flash  
Enchant creature  
Enchanted creature gets -5/-0 and  
loses all abilities.

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① ②

```
Flash
Enchant creature
Enchanted creature gets -5/-0 and
loses all abilities.
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Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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① R

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

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① R

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

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## Ra1, Crackling Wit (2UR)

## Legendary Planeswalker -- Ral

Whenever you cast a noncreature spell, put a loyalty counter on Ral.  
[+1]: Create a 1/1 blue and red Other creature token with prowess.  
[-3]: Draw three cards, then discard two cards.  
[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."  
(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)

[sidebar]

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## Spell Pierce (U)

Instant

Counter target noncreature spell  
unless its controller pays {2}.

[sideboard]

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## Tishana's Tidebinder ②④

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

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