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| <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Case of the Gateway Express (1)(W)</div><div>Enchantment -- Case</div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.<br/>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Creatures you control get +1/+0.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Case of the Gateway Express (1)(W)</div><div>Enchantment -- Case</div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.<br/>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Creatures you control get +1/+0.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Case of the Gateway Express (1)(W)</div><div>Enchantment -- Case</div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.<br/>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Creatures you control get +1/+0.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gleeful Demolition (R)</div><div>Sorcery</div><div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                  |
| <div><div>Gleeful Demolition (R)</div><div>Sorcery</div><div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       | <div><div>Gleeful Demolition (R)</div><div>Sorcery</div><div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       | <div><div>Gleeful Demolition (R)</div><div>Sorcery</div><div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       | <div><div>Imodane's Recruiter (2)(R)</div><div>Creature -- Human Knight</div><div>When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Train Troops (4)(W)</div><div>Sorcery -- Adventure</div><div>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

**Playtest cards - Schütz, Stefan - Unknown format (Pro Tour Aetherdrift in Chicago)** sheet 3/10 - 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.

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| <b>Knight-Errant of Eos</b> (4)(W)<br>Creature -- Human Knight<br>Convoke<br>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Knight-Errant of Eos</b> (4)(W)<br>Creature -- Human Knight<br>Convoke<br>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Knight-Errant of Eos</b> (4)(W)<br>Creature -- Human Knight<br>Convoke<br>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nesting Bot</b> (W)<br>Artifact Creature -- Robot<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>When this creature dies, create a 1/1 colorless Servo artifact creature token.<br>Max speed -- This creature gets +1/+0.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Nesting Bot</b> (W)<br>Artifact Creature -- Robot<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>When this creature dies, create a 1/1 colorless Servo artifact creature token.<br>Max speed -- This creature gets +1/+0.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                       | <b>Novice Inspector</b> (W)<br>Creature -- Human Detective<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                               | <b>Novice Inspector</b> (W)<br>Creature -- Human Detective<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                               | <b>Novice Inspector</b> (W)<br>Creature -- Human Detective<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                         |

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| <b>Novice Inspector</b> (W)<br>Creature -- Human Detective<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                          | <b>Regal Bunnicorn</b> (1)(W)<br>Creature -- Rabbit Unicorn<br>Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                               | <b>Regal Bunnicorn</b> (1)(W)<br>Creature -- Rabbit Unicorn<br>Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                               |
| <b>Regal Bunnicorn</b> (1)(W)<br>Creature -- Rabbit Unicorn<br>Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Resolute Reinforcements</b> (1)(W)<br>Creature -- Human Soldier<br>Flash (You may cast this spell any time you could cast an instant.)<br>When this creature enters, create a 1/1 white Soldier creature token.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Resolute Reinforcements</b> (1)(W)<br>Creature -- Human Soldier<br>Flash (You may cast this spell any time you could cast an instant.)<br>When this creature enters, create a 1/1 white Soldier creature token.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Resolute Reinforcements</b> (1)(W)<br>Creature -- Human Soldier<br>Flash (You may cast this spell any time you could cast an instant.)<br>When this creature enters, create a 1/1 white Soldier creature token.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Resolute Reinforcements</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Human Soldier</div><div>Flash (You may cast this spell any time you could cast an instant.) When this creature enters, create a 1/1 white Soldier creature token.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                          | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                          | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                | <div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           |

## Shivan Reef

Land

{T}: Add {C}.  
{T}: Add {U} or {R}. This land deals  
1 damage to you.

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## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spyglass Siren

U

Creature -- Siren Pirate

Flying  
When this creature enters, create a map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Siren Pirate

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When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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"{1}, {T}, Sacrifice this token:  
Target creature you control  
explores. Activate only as a  
sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Warden of the Inner Sky (W)

Creature -- Human Soldier

As long as this creature has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.

Activate only as a sorcery.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Soldier

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery.

1/2

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## Destroy Evil (1)(W)

Instant

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

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## Destroy Evil (1)(W)

Instant

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

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## Protect the Negotiators ①②

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
If this spell was kicked, create a 1/1 white Soldier creature token.  
Counter target spell unless its controller pays {1} for each creature you control.

[sidebar]

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## Protect the Negotiators ①②

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
If this spell was kicked, create a 1/1 white Soldier creature token.  
Counter target spell unless its controller pays {1} for each creature you control.

[sideboard]

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| <div><div>Protect the Negotiators (1)(U)</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>If this spell was kicked, create a 1/1 white Soldier creature token. Counter target spell unless its controller pays {1} for each creature you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Protect the Negotiators (1)(U)</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>If this spell was kicked, create a 1/1 white Soldier creature token. Counter target spell unless its controller pays {1} for each creature you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Screaming Nemesis (2)(R)</div><div>Creature -- Spirit</div><div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sheltered by Ghosts (1)(W)</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Split Up (1)(W)(W)</div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Surge of Salvation (W)</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Surge of Salvation (W)</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |

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| <div> <div>Torch the Tower</div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wilt-Leaf Liege</div> <div> <div>Creature -- Elf Knight</div> <div> <p>({G/W} can be paid with either {G} or {W}.)</p> <p>Other green creatures you control get +1/+1.</p> <p>Other white creatures you control get +1/+1.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wilt-Leaf Liege</div> <div> <div>Creature -- Elf Knight</div> <div> <p>({G/W} can be paid with either {G} or {W}.)</p> <p>Other green creatures you control get +1/+1.</p> <p>Other white creatures you control get +1/+1.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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