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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>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> | <div><div>Case of the Gateway Express ①②</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> |

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| <p><b>Case of the Gateway Express</b> (1)(W)</p> <p>Enchantment -- Case</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Case of the Gateway Express</b> (1)(W)</p> <p>Enchantment -- Case</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Case of the Gateway Express</b> (1)(W)</p> <p>Enchantment -- Case</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Clockwork Percussionist</b> (R)</p> <p>Artifact Creature -- Monkey Toy</p> <p>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Clockwork Percussionist</b> (R)</p> <p>Artifact Creature -- Monkey Toy</p> <p>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                        | <p><b>Gleeful Demolition</b> (R)</p> <p>Sorcery</p> <p>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                       | <p><b>Gleeful Demolition</b> (R)</p> <p>Sorcery</p> <p>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                       | <p><b>Gleeful Demolition</b> (R)</p> <p>Sorcery</p> <p>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                |

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| <b>Gleeful Demolition</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.<br><br><div>2/2</div><br><hr/> <b>Train Troops</b> <span>(4W)</span><br><hr/> Sorcery -- Adventure<br><hr/> Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Imodane's Recruiter</b> <span>(2R)</span><br><hr/> Creature -- Human Knight<br><hr/> When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.<br><br><div>2/2</div><br><hr/> <b>Train Troops</b> <span>(4W)</span><br><hr/> Sorcery -- Adventure<br><hr/> Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Imodane's Recruiter</b> <span>(2R)</span><br><hr/> Creature -- Human Knight<br><hr/> When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.<br><br><div>2/2</div><br><hr/> <b>Train Troops</b> <span>(4W)</span><br><hr/> Sorcery -- Adventure<br><hr/> Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Imodane's Recruiter</b> <span>(2R)</span><br><hr/> Creature -- Human Knight<br><hr/> When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.<br><br><div>2/2</div><br><hr/> <b>Train Troops</b> <span>(4W)</span><br><hr/> Sorcery -- Adventure<br><hr/> Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Imodane's Recruiter</b> <span>(2R)</span><br><hr/> Creature -- Human Knight<br><hr/> When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.<br><br><div>2/2</div><br><hr/> <b>Train Troops</b> <span>(4W)</span><br><hr/> Sorcery -- Adventure<br><hr/> Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  | <b>Inspiring Vantage</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                        | <b>Inspiring Vantage</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                        | <b>Inspiring Vantage</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.<br><br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                        |

## Land

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Creature -- Human Knight

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox-dev

4/4

Creature -- Human Knight

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox-dev

4/4

Creature -- Human Knight

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

4/4

Creature -- Human Knight

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

4/4

Creature -- Human Detective

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

1/2

Creature -- Human Detective

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

1/2

Creature -- Human Detective

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

1/2

W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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②③

When you unlock this door, exile the top two cards of your library. You may play them until the end of your next turn.

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

RIGHT HALF

①R

Whenever you attack, attacking creatures you control get +1/+0 until end of turn.

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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Basic Land -- Plains

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

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①②

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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.

1/1

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## Land

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

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| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheltered by Ghosts1W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sheltered by Ghosts1W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheltered by Ghosts1W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       |

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| <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |
| <div><div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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.")</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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.")</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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.")</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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.")</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Warden of the Inner Sky</b> (W)<br><hr/> Creature -- Human Soldier<br><hr/> As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Warden of the Inner Sky</b> (W)<br><hr/> Creature -- Human Soldier<br><hr/> As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Warden of the Inner Sky</b> (W)<br><hr/> Creature -- Human Soldier<br><hr/> As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Warden of the Inner Sky</b> (W)<br><hr/> Creature -- Human Soldier<br><hr/> As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Authority of the Consuls</b> (W)<br><hr/> Enchantment<br><hr/> Creatures your opponents control enter tapped.<br>Whenever a creature an opponent controls enters, you gain 1 life.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                     | <b>Destroy Evil</b> (1)(W)<br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target creature with toughness 4 or greater.<br>* Destroy target enchantment.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                             | <b>Destroy Evil</b> (1)(W)<br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target creature with toughness 4 or greater.<br>* Destroy target enchantment.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                             | <b>Painter's Studio</b> (2)(R)<br><hr/> Enchantment -- Room<br><hr/> When you unlock this door, exile the top two cards of your library. You may play them until the end of your next turn.<br>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)<br><div>[sideboard]</div> <div>----- RIGHT HALF -----</div> <div> <b>Defaced Gallery</b> (1)(R)<br/> <hr/>           Enchantment -- Room<br/> <hr/>           Whenever you attack, attacking creatures you control get +1/+0 until end of turn.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Protect the Negotiators</div><div>1U</div></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.<br/>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><div>Protect the Negotiators</div><div>1U</div></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.<br/>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><div>Protect the Negotiators</div><div>1U</div></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.<br/>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><div>Protect the Negotiators</div><div>1U</div></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.<br/>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><div>Sheltered by Ghosts</div><div>1W</div></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><div>Split Up</div><div>1WW</div></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><div>Split Up</div><div>1WW</div></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><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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Torch the Tower



Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
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.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sidebar]

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## Torch the Tower



Instant

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[sideboard]

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Instant

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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.  
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[sideboard]

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