

Amonkhet Raceway Land 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.) {T}: Add {C}. Max speed -- {T}: Target creature gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Amonkhet Raceway Land 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.) {T}: Add {C}. Max speed -- {T}: Target creature gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arabella, Abandoned Doll (R)(W) Legendary Artifact Creature -- Toy Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arabella, Abandoned Doll (R)(W) Legendary Artifact Creature -- Toy Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arabella, Abandoned Doll (R)(W) Legendary Artifact Creature -- Toy Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arabella, Abandoned Doll (R)(W) Legendary Artifact Creature -- Toy Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Gateway Express (1)(W) Enchantment -- Case When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature. To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Creatures you control get +1/+0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Case of the Gateway Express ①② Enchantment -- Case When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature. To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Creatures you control get +1/+0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Gateway Express ①② Enchantment -- Case When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature. To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Creatures you control get +1/+0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist ③ Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist ③ Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clockwork Percussionist ③ Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist ③ Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleeful Demolition ③ Sorcery Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleeful Demolition ③ Sorcery Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

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.

4 W

Convoke

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W

Convoke
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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Convoke
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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Convoke
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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nesting Bot Artifact Creature -- Robot 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.) When this creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nesting Bot Artifact Creature -- Robot 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.) When this creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nesting Bot Artifact Creature -- Robot 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.) When this creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nesting Bot Artifact Creature -- Robot 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.) When this creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novice Inspector Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novice Inspector Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Resolute Reinforcements ①②W Creature -- Human Soldier 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	Resolute Reinforcements ①②W Creature -- Human Soldier 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	Resolute Reinforcements ①②W Creature -- Human Soldier 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	Sanguine Evangelist ②②W Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanguine Evangelist ②②W Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth 2 G 6 Creature -- Beast When this creature enters, you gain 4 life. 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2 G 6 Creature -- Beast When this creature enters, you gain 4 life. 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2 G 6 Creature -- Beast When this creature enters, you gain 4 life. 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2 R Creature -- Spirit Haste 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2 R Creature -- Spirit Haste 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Screaming Nemesis 2 R Creature -- Spirit Haste 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	--	--	--