

<div><div><div>Aang's Iceberg</div><div>2W</div></div><div>Enchantment</div><div>Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aang's Iceberg</div><div>2W</div></div><div>Enchantment</div><div>Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aang's Iceberg</div><div>2W</div></div><div>Enchantment</div><div>Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aang's Iceberg</div><div>2W</div></div><div>Enchantment</div><div>Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Candy Trail</div><div>1</div></div><div>Artifact -- Food Clue</div><div>When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Castle Doom</div><div></div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an artifact spell. {3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Castle Doom</div><div></div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an artifact spell. {3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Castle Doom</div><div></div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an artifact spell. {3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Castle Doom</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color. Spend this mana only to cast an artifact spell.</p><p>{3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cori Mountain Monastery</div><div>Land</div><div><p>This land enters tapped unless you control a Plains or an Island.</p><p>{T}: Add {R}.</p><p>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cryogen Relic</div><div>Artifact</div><div><p>When this artifact enters or leaves the battlefield, draw a card.</p><p>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cryogen Relic</div><div>Artifact</div><div><p>When this artifact enters or leaves the battlefield, draw a card.</p><p>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cryogen Relic</div><div>Artifact</div><div><p>When this artifact enters or leaves the battlefield, draw a card.</p><p>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cryogen Relic</div><div>Artifact</div><div><p>When this artifact enters or leaves the battlefield, draw a card.</p><p>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Deserted Beach</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {U}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dusk Rose Reliquary</div><div>Artifact</div><div><p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p><p>Ward {2}</p><p>When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dusk Rose Reliquary</div><div>Artifact</div><div><p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p><p>Ward {2}</p><p>When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Floodfarm Verge</div><div>Land</div><div><p>{T}: Add {W}.</p><p>{T}: Add {U}. Activate only if you control a Plains or an Island.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Giant's Boulder</div><div>Artifact</div><div><p>When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</p><p>{1}, {T}: Add one mana of any color.</p><p>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Inspiring Vantage</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {R} or {W}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Inspiring Vantage</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {R} or {W}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div><div>Basic Land -- Island</div><div><p>({T}: Add {U}.)</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Legion Extruder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, it deals 2 damage to any target.</p> <p>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Legion Extruder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, it deals 2 damage to any target.</p> <p>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Legion Extruder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, it deals 2 damage to any target.</p> <p>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Legion Extruder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, it deals 2 damage to any target.</p> <p>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pinnacle Starcage</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.</p> <p>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pinnacle Starcage</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.</p> <p>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pinnacle Starcage</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.</p> <p>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - CuteChandra19 - Jeskai Artifacts (Standard Challenge 16)

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

<div><div><div>Pinnacle Starcage</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}): Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scene of the Crime</div><div>Artifact Land -- Clue</div><div>This land enters tapped. {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. {2}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul-Guide Lantern</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Stormcarved Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tezzeret, Cruel Captain ③</div> <div>Legendary Planeswalker -- Tezzeret</div> <div>Whenever an artifact you control enters, put a loyalty counter on Tezzeret. [0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it. [-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle. [-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tezzeret, Cruel Captain ③</div> <div>Legendary Planeswalker -- Tezzeret</div> <div>Whenever an artifact you control enters, put a loyalty counter on Tezzeret. [0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it. [-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle. [-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tezzeret, Cruel Captain ③</div> <div>Legendary Planeswalker -- Tezzeret</div> <div>Whenever an artifact you control enters, put a loyalty counter on Tezzeret. [0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it. [-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle. [-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>United Battlefront ③W</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>United Battlefront ③W</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>United Battlefront ③W</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>United Battlefront ③W</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Weapons Manufacturing ①②</div> <div>Enchantment</div> <div>Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Weapons Manufacturing ①②</div> <div>Enchantment</div> <div>Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Weapons Manufacturing ①②</div> <div>Enchantment</div> <div>Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Weapons Manufacturing ①②</div> <div>Enchantment</div> <div>Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Authority of the Consuls ①W</div> <div>Enchantment</div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Authority of the Consuls ①W</div> <div>Enchantment</div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Chandra, Chill of Compliance ①UU</div> <div>Legendary Planeswalker -- Chandra</div> <div> <p>[+1]: Surveil 1. If you put a noncreature, nonland card into your graveyard this way, put that card into your hand.</p> <p>[+1]: Add {U}. Spend this mana only to cast a noncreature spell.</p> <p>[-X]: Tap target artifact or creature. Put X stun counters on it.</p> <p>[-6]: You get an emblem with "Whenever you cast a spell, draw a card."</p> <p>[sideboard]</p> </div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rest in Peace ①W</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tezzeret, Cruel Captain</div> <div> <div>3</div> </div> </div> <div> <div>Legendary Planeswalker -- Tezzeret</div> <div> <p>Whenever an artifact you control enters, put a loyalty counter on Tezzeret.</p> <p>[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.</p> <p>[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</p> <p>[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torch the Tower</div> <div> <div>R</div> </div> </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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torch the Tower</div> <div> <div>R</div> </div> </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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Torch the Tower</div> <div> <div>R</div> </div> </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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Torpor Orb<div>2</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Voice of Victory<div>1W</div></div><div>Creature -- Human Bard</div><div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div><div>[sideboard]</div><div>1/3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Voice of Victory<div>1W</div></div><div>Creature -- Human Bard</div><div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div><div>[sideboard]</div><div>1/3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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