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| <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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Playtest cards - \_Batutinha\_ - Standard (Standard Challenge 32)

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

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| <div><div>Mishra's Foundry</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p><p>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Mishra's Foundry</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p><p>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div><p>({T}: Add {W}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div>Restless Fortress</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p><p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Restless Fortress</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p><p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div><p>({T}: Add {W} or {B}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div><p>({T}: Add {W} or {B}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div><p>({T}: Add {W} or {B}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |

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| <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sorin the Mirthless 2BB</div><div>Legendary Planeswalker -- Sorin</div><div>[+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value.<br/>[-2]: Create a 2/3 black Vampire creature token with flying and lifelink.<br/>[-7]: Sorin deals 13 damage to any target. You gain 13 life.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T} ): Add {B} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T} ): Add {B} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T} ): Add {B} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |

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| <div> <b>Takenuma, Abandoned Mire</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {B}.</p> <p>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                 | <div> <b>Tenacious Underdog</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Human Warrior         </div> <div> <p>Blitz--{2}{B}{B}, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)</p> <p>You may cast this card from your graveyard using its blitz ability.</p> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                | <div> <b>The Wandering Emperor</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Planeswalker         </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          | <div> <b>The Wandering Emperor</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Planeswalker         </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          |
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| <div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Depopulate</div><div>2WW</div></div> <div>Sorcery</div> <div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                          | <div><div>Depopulate</div><div>2WW</div></div> <div>Sorcery</div> <div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                          | <div><div>Hostile Investigator</div><div>3B</div></div> <div>Creature -- Ogre Rogue Detective</div> <div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>[sideboard]</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div><div>Kutzil's Flanker</div><div>2W</div></div> <div>Creature -- Cat Warrior</div> <div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                |

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| <div> <div> <b>Kutzil's Flanker</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>           Creature -- Cat Warrior         </div> <div>           Flash<br/>           When this creature enters, choose one --<br/>           * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>           * You gain 2 life and scry 2.<br/>           * Exile target player's graveyard.         </div> <div>           [sideboard]         </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Legions to Ashes</b> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>           Sorcery         </div> <div>           Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                          | <div> <div> <b>Liliana of the Veil</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>           Legendary Planeswalker -- Liliana         </div> <div>           [+1]: Each player discards a card.<br/>           [-2]: Target player sacrifices a creature.<br/>           [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.         </div> <div>           [sideboard]         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Liliana of the Veil</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>           Legendary Planeswalker -- Liliana         </div> <div>           [+1]: Each player discards a card.<br/>           [-2]: Target player sacrifices a creature.<br/>           [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.         </div> <div>           [sideboard]         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |
| <div> <div> <b>Liliana of the Veil</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>           Legendary Planeswalker -- Liliana         </div> <div>           [+1]: Each player discards a card.<br/>           [-2]: Target player sacrifices a creature.<br/>           [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.         </div> <div>           [sideboard]         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                | <div> <div> <b>Loran of the Third Path</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>           Legendary Creature -- Human Artificer         </div> <div>           Vigilance<br/>           When Loran enters, destroy up to one target artifact or enchantment.<br/>           {T}: You and target opponent each draw a card.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Path of Peril</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>           Sorcery         </div> <div>           Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>           Destroy all creatures [with mana value 2 or less].         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                      | <div> <div> <b>Path of Peril</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>           Sorcery         </div> <div>           Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>           Destroy all creatures [with mana value 2 or less].         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                      |

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| <div> <b>Path of Peril</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</p> <p>Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Tocasia's Welcome</b> <div> <div>2</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Unlicensed Hearse</b> <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>*/*</div> </div> |
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