

<div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}. {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}. {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}. {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}. {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}. {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}. {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}. {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. 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.</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. 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.</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. 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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Get Lost (1)(W)</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Get Lost (1)(W)</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</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>

Playtest cards - absoluteragez - Standard (Standard Challenge 32) 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.

Knight-Errant of Eos (4)(W) Creature -- Human Knight 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. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight-Errant of Eos (4)(W) Creature -- Human Knight 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. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight-Errant of Eos (4)(W) Creature -- Human Knight 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. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight-Errant of Eos (4)(W) Creature -- Human Knight 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. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.") <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.") <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.") <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.") <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Nurturing Pixie 1 W Creature -- Faerie Rogue Flying When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nurturing Pixie 1 W Creature -- Faerie Rogue Flying When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resolute Reinforcements 1 W 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Resolute Reinforcements 1 W 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resolute Reinforcements 1 W 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resolute Reinforcements 1 W 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<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>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. {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. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Spirebluff Canal </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spyglass Siren </div> <div> Creature -- Siren Pirate </div> <div> 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.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spyglass Siren </div> <div> Creature -- Siren Pirate </div> <div> 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.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spyglass Siren </div> <div> Creature -- Siren Pirate </div> <div> 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.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Spyglass Siren </div> <div> Creature -- Siren Pirate </div> <div> 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.") </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Warden of the Inner Sky </div> <div> Creature -- Human Soldier </div> <div> 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. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Warden of the Inner Sky </div> <div> Creature -- Human Soldier </div> <div> 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. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Warden of the Inner Sky </div> <div> Creature -- Human Soldier </div> <div> 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. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Warden of the Inner Sky (W) <hr/> Creature -- Human Soldier <hr/> 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. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Warleader's Call (1)(R)(W) <hr/> Enchantment <hr/> Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Warleader's Call (1)(R)(W) <hr/> Enchantment <hr/> Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Warleader's Call (1)(R)(W) <hr/> Enchantment <hr/> Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Get Lost (1)(W) <hr/> Instant <hr/> Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lithomantic Barrage (R) <hr/> Sorcery <hr/> This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lithomantic Barrage (R) <hr/> Sorcery <hr/> This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Negate (1)(U) <hr/> Instant <hr/> Counter target noncreature spell. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<p>Negate ① ②</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Negate ① ②</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tishana's Tidebinder ② ②</p> <p>Creature -- Merfolk Wizard</p> <p>Flash</p> <p>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tishana's Tidebinder ② ②</p> <p>Creature -- Merfolk Wizard</p> <p>Flash</p> <p>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Tishana's Tidebinder ② ②</p> <p>Creature -- Merfolk Wizard</p> <p>Flash</p> <p>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tocasia's Welcome ② ②</p> <p>Enchantment</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Torch the Tower ②</p> <p>Instant</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Torch the Tower ②</p> <p>Instant</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

<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> <p>[sideboard]</p> </div> </div> </div>	<div> <div>Urabrask's Forge</div> <div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> </div> </div>	<div> <div>Urabrask's Forge</div> <div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> </div> </div>	
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