

<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>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 1W</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 1W</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 1W</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 1W</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>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 - Gorzone - 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
Mountain Basic Land -- Mountain ({T}: Add {R}.) <div></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

Playtest cards - Gorzone - Standard (Standard Challenge 32)

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

<div> <div>Novice Inspector</div> <div> <div> <div>W</div> </div> </div> </div> <div> <div>Creature -- Human Detective</div> <div> When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Plains</div> <div> <div> <div>W</div> </div> </div> </div> <div> <div>Basic Land -- Plains</div> <div> ({T}: Add {W}.) </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Resolute Reinforcements</div> <div> <div> <div>1</div> <div>W</div> </div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> 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> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Resolute Reinforcements</div> <div> <div> <div>1</div> <div>W</div> </div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> 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> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

```
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.")
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spyglass Siren ^(U) Creature -- Siren Pirate 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>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren ^(U) Creature -- Siren Pirate 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>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder ^{(2)(U)} Creature -- Merfolk Wizard Flash 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.) <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voldaren Epicure ^(R) Creature -- Vampire When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Voldaren Epicure ^(R) Creature -- Vampire When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voldaren Epicure ^(R) Creature -- Vampire When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voldaren Epicure ^(R) Creature -- Vampire When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky ^(W) Creature -- Human Soldier 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Warden of the Inner Sky (W) Creature -- Human Soldier 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warleader's Call (1)(R)(W) Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Disdainful Stroke ①② <hr/> Instant <hr/> Counter target spell with mana value 4 or greater. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	End the Festivities ② <hr/> Sorcery <hr/> End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Get Lost ①② <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.) [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Lithomantic Barrage ② <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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Lithomantic Barrage ② <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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Protect the Negotiators ①② <hr/> Instant <hr/> Kicker {W} (You may pay an additional {W} as you cast this spell.) If this spell was kicked, create a 1/1 white Soldier creature token. Counter target spell unless its controller pays {1} for each creature you control. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Tishana's Tidebinder ②② <hr/> Creature -- Merfolk Wizard <hr/> Flash 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.) [sideboard] <div>3/2<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	Tishana's Tidebinder ②② <hr/> Creature -- Merfolk Wizard <hr/> Flash 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.) [sideboard] <div>3/2<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

Flash
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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome (2)(W)

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome (2)(W)

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

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