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Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Concealed Courtyard

Land

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

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Land

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

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Demolition Field

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. That land's
controller may search their library
for a basic land card, put it onto
the battlefield, then shuffle. You
may search your library for a basic
land card, put it onto the
battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Ghirapur (2)(W) Creature -- Angel Flying When this creature enters, exile up to one other target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Ghirapur (2)(W) Creature -- Angel Flying When this creature enters, exile up to one other target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Ghirapur (2)(W) Creature -- Angel Flying When this creature enters, exile up to one other target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Guardian of Ghirapur (2)(W) Creature -- Angel Flying When this creature enters, exile up to one other target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare (B) Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare (B) Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare (B) Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 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.") 1/2 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.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nurturing Pixie (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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Pixie 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nurturing Pixie 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nurturing Pixie 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruthless Lawbringer 1 W B Creature -- Vampire Assassin When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cabezadebolo - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Tithing Blade ①B Artifact When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) --- BACK FACE --- Consuming Sepulcher Artifact At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tithing Blade ①B Artifact When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) --- BACK FACE --- Consuming Sepulcher Artifact At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zoraline, Cosmos Caller ①WB Legendary Creature -- Bat Cleric Flying, vigilance Whenever a Bat you control attacks, you gain 1 life. Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zoraline, Cosmos Caller ①WB Legendary Creature -- Bat Cleric Flying, vigilance Whenever a Bat you control attacks, you gain 1 life. Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bandit's Talent ①B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bandit's Talent ①B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring ②WW Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring ②WW Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malicious Eclipse (1)(B)(B) Sorcery All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malicious Eclipse (1)(B)(B) Sorcery All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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

Rest in Peace

1W

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]

Spring-Loaded Sawblades

1W

Artifact

Flash
When this artifact enters, it deals 5 damage to target tapped creature an opponent controls.
Craft with artifact {3}{W} ({3}{W}), Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

[sideboard]

Bladewheel Chariot

Artifact -- Vehicle

Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Spring-Loaded Sawblades

1W

Artifact

Flash
When this artifact enters, it deals 5 damage to target tapped creature an opponent controls.
Craft with artifact {3}{W} ({3}{W}), Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

[sideboard]

Bladewheel Chariot

Artifact -- Vehicle

Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn.
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