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| <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{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}.<br/>{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}.<br/>{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}.<br/>{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}.<br/>{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}.<br/>{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.<br/>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br/>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 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.<br/>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Creatures you control get +1/+0.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Clockwork Percussionist (R)</div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Clockwork Percussionist (R)</div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Clockwork Percussionist (R)</div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div><div>1/1</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>                                                                                                    |



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| <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                   | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                   | <div>Knight-Errant of Eos</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Knight-Errant of Eos</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Knight-Errant of Eos</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Knight-Errant of Eos</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                        | <div>Novice Inspector</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                             |

W

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

W

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

W

When this creature enters,  
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It's an artifact with "{2},  
Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

① W

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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When this creature enters, create a 1/1 white Soldier creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{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.<br/>{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.<br/>{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.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sheltered by Ghosts1W</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheltered by Ghosts1W</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{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}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{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.<br/>{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.<br/>{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.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |
| <div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying<br/>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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Destroy Evil</b> (1)(W)<br>Instant<br>Choose one --<br>* Destroy target creature with toughness 4 or greater.<br>* Destroy target enchantment.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                     | <b>Get Lost</b> (1)(W)<br>Instant<br>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.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                       | <b>Get Lost</b> (1)(W)<br>Instant<br>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.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                       | <b>Lightning Helix</b> (R)(W)<br>Instant<br>Lightning Helix deals 3 damage to any target and you gain 3 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                         |

**R W**

Lightning Helix deals 3 damage to any target and you gain 3 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
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.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sidebar]

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
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[sidebar]

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[sideboard]

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[sideboard]

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