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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>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>Arabella, Abandoned Doll (R)(W)</div><div>Legendary Artifact Creature -- Toy</div><div>Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.</div><div>1/3</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>                                                                                                                                           |

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| <p><b>Case of the Gateway Express</b> (1)(W)</p> <p>Enchantment -- Case</p> <p>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.</p> <p>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Creatures you control get +1/+0.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Case of the Gateway Express</b> (1)(W)</p> <p>Enchantment -- Case</p> <p>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.</p> <p>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Creatures you control get +1/+0.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Case of the Gateway Express</b> (1)(W)</p> <p>Enchantment -- Case</p> <p>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.</p> <p>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Creatures you control get +1/+0.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Clockwork Percussionist</b> (R)</p> <p>Artifact Creature -- Monkey Toy</p> <p>Haste</p> <p>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Clockwork Percussionist</b> (R)</p> <p>Artifact Creature -- Monkey Toy</p> <p>Haste</p> <p>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                           | <p><b>Clockwork Percussionist</b> (R)</p> <p>Artifact Creature -- Monkey Toy</p> <p>Haste</p> <p>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                           | <p><b>Gleeful Demolition</b> (R)</p> <p>Sorcery</p> <p>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                             | <p><b>Gleeful Demolition</b> (R)</p> <p>Sorcery</p> <p>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                   |

Playtest cards - thatguy\_champ - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Gleeful Demolition</b> <span>(2)(R)</span> </div> <div>Sorcery</div> <div> <p>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</p> </div> <div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div> <b>Train Troops</b> <span>(4)(W)</span> </div> <div>Sorcery -- Adventure</div> <div> <p>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Gleeful Demolition</b> <span>(R)</span> </div> <div>Sorcery</div> <div> <p>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</p> </div> <div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div> <b>Train Troops</b> <span>(4)(W)</span> </div> <div>Sorcery -- Adventure</div> <div> <p>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>  | <div> <b>Imodane's Recruiter</b> <span>(2)(R)</span> </div> <div>Creature -- Human Knight</div> <div> <p>When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div> <b>Train Troops</b> <span>(4)(W)</span> </div> <div>Sorcery -- Adventure</div> <div> <p>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Imodane's Recruiter</b> <span>(2)(R)</span> </div> <div>Creature -- Human Knight</div> <div> <p>When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div> <b>Train Troops</b> <span>(4)(W)</span> </div> <div>Sorcery -- Adventure</div> <div> <p>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
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Playtest cards - thatguy\_champ - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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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

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

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① ② 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

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

W

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② 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

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

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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>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>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 PLAY           botbox.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 PLAY           botbox.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 PLAY           botbox.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 PLAY           botbox.dev         </div> </div>                                                                                                                                                             |
| <div> <div>           Spyglass Siren           <div>U</div> </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> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>           Spyglass Siren           <div>U</div> </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> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>           Spyglass Siren           <div>U</div> </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> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>           Spyglass Siren           <div>U</div> </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> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.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>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>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>Elspeth's Smite</b> (W)<br>Instant<br>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                             |

Playtest cards - thatguy\_champ - Standard (Standard Challenge 32)

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



## Torch the Tower



Instant

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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