Battlefield Forge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloud, Midgar Mercenary {W}{W}

Legendary Creature -- Human Soldier Mercenary

When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.
As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kenshin8223 - Pioneer v3 Group 43F179 (Colossus Hammer, Cloud, Midgar Mer sheet 1/10 - 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.

Colossus Hammer (1)

Artifact -- Equipment

Equipped creature gets +10/+10 and loses flying.
Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fervent Champion (R)

Creature -- Human Knight

First strike, haste
Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn.
Equip abilities you activate that target this creature cost {3} less to activate.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Kenshin8223 - Pioneer v3 Group 43F179 (Colossus Hammer, Cloud, Midgar Mer sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Fireblade Charger (R)

Creature -- Goblin Warrior

As long as this creature is equipped, it has haste.
When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fireblade Charger (R)

Creature -- Goblin Warrior

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When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

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

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Iron Man Armor {3}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has flying.
{2}: If this Equipment isn't a creature, it becomes a 0/0 Construct Hero artifact creature with flying and "This creature gets +1/+1 for each artifact you control" until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, the Fae-Blooded {2}{R}

Legendary Creature -- Human Faerie

Double strike
Other creatures you control get +1/+0 for each Aura and Equipment attached to Kellan.

2/2

- - - ADVENTURE - - -

Birthright Boon {1}{W}

Sorcery -- Adventure

Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Faerie

Double strike
Other creatures you control get +1/+0 for each Aura and Equipment attached to Kellan.

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Birthright Boon {1}{W}

Sorcery -- Adventure

Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Axe {4}

Artifact -- Equipment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Axe {4}

Artifact -- Equipment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Axe {4}

Artifact -- Equipment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Axe {4}

Artifact -- Equipment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleverge Pathway

Card

- - - OTHER FACE - - -

Needleverge Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kenshin8223 - Pioneer v3 Group 43F179 (Colossus Hammer, Cloud, Midgar Mer sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Needleverge Pathway

Card

- - - OTHER FACE - - -

Needleverge Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleverge Pathway

Card

- - - OTHER FACE - - -

Needleverge Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter 0

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter 0

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter 0

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raubahn, Bull of Ala Mhigo 1R

Legendary Creature -- Human Warrior

Ward--Pay life equal to Raubahn's power.
Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ward--Pay life equal to Raubahn's power.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Raubahn, Bull of Ala Mhigo {1}{R}

Legendary Creature -- Human Warrior

Ward--Pay life equal to Raubahn's power.
Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raubahn, Bull of Ala Mhigo {1}{R}

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Ward--Pay life equal to Raubahn's power.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Mountain Plains

({T}: Add {R} or {W}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sigarda's Aid (W)

Enchantment

You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

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{T}, Tap an untapped creature you control: Add one mana of any color.

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Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super-Soldier Serum {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types.
Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experimental Frenzy {3}{R}

Enchantment

You may look at the top card of your library any time.
You may play lands and cast spells from the top of your library.
You can't play lands or cast spells from your hand.
{3}{R}: Destroy this enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennifer Walters {1}{W}

Legendary Creature -- Human Advisor Hero

Your opponents can't cast spells during your turn.
{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.

[sideboard]

2/3

- - - BACK FACE - - -

The Sensational She-Hulk {3}{G}{W}{W}

Legendary Creature -- Gamma Hero

Reach, trample
Your opponents can't cast spells during your turn.
Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn.

6/6

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Grace {1}{W}

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)
This creature gets +1/+0 as long as any player controls a black permanent.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kenshin8223 - Pioneer v3 Group 43F179 (Colossus Hammer, Cloud, Midgar Mer sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redcap Melee {R}

Instant

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[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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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kenshin8223 - Pioneer v3 Group 43F179 (Colossus Hammer, Cloud, Midgar Mer sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Enchant creature you control
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Enchanted creature gets +1/+0 and has lifelink and ward {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge of Salvation {W}

Instant

You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge of Salvation {W}

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