

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	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	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	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
Case of the Gateway Express ①② Enchantment -- Case 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Gateway Express ①② Enchantment -- Case 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Gateway Express ①② Enchantment -- Case 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Gateway Express ①② Enchantment -- Case 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Get Lost 1W Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Demolition R Sorcery Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Demolition R Sorcery Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Demolition R Sorcery Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.

2/2

②③

When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.

2/2

④⑤

Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.

2/2

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Land

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

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When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.

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This land enters tapped unless you control two or fewer other lands.
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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.

Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. 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. 4/4 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. 4/4 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Novice Inspector Ⓜ 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 PLAYbotbox.dev	Novice Inspector Ⓜ 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 PLAYbotbox.dev	Novice Inspector Ⓜ 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 PLAYbotbox.dev	Novice Inspector Ⓜ 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 PLAYbotbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resolute Reinforcements ①②

Creature -- Human Soldier

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

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Resolute Reinforcements (1)(W)

Creature -- Human Soldier

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

Sanguine Evangelist (2)(W) Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanguine Evangelist (2)(W) Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv, Defector Mite (W) Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocasias'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. 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. 1/2 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. 1/2 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. 1/2 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sapoa - Standard (Standard League)

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

Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elsbeth's Smite W Instant Elsbeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1W Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1W Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Gobakhan 1W Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] D 3 - - - BACK FACE - - - Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Smash to Dust 1 R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Dust 1 R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. [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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - Sapoa - Standard (Standard League)

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each