

Battlefield Forge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Case of the Gateway Express (1)(W)

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.

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<div>Cavern of Souls</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cavern of Souls</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eiganjo, Seat of the Empire</div> <div>Legendary Land</div> <div>{T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eiganjo, Seat of the Empire</div> <div>Legendary Land</div> <div>{T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Gleeful Demolition</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 PLAY botbox.dev</div>	<div>Gleeful Demolition</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 PLAY botbox.dev</div>	<div>Gleeful Demolition</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 PLAY botbox.dev</div>	<div>Gleeful Demolition</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 PLAY botbox.dev</div>

Playtest cards - hautoerho - 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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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. <div>4/4</div> 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. <div>4/4</div> 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. <div>4/4</div> 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. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion Extruder (1)(R) Artifact When this artifact enters, it deals 2 damage to any target. {2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Novice Inspector</div><div>W</div></div><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 PLAYbotbox.dev</div></div></div>	<div><div><div>Novice Inspector</div><div>W</div></div><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 PLAYbotbox.dev</div></div></div>	<div><div><div>Novice Inspector</div><div>W</div></div><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 PLAYbotbox.dev</div></div></div>	<div><div><div>Novice Inspector</div><div>W</div></div><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 PLAYbotbox.dev</div></div></div>
<div><div><div>Nurturing Pixie</div><div>W</div></div><div><div>Creature -- Faerie Rogue</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Nurturing Pixie</div><div>W</div></div><div><div>Creature -- Faerie Rogue</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div></div>

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<div><div><div>Voldaren Epicure</div><div><div>R</div></div></div><div>Creature -- Vampire</div><div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Voldaren Epicure</div><div><div>R</div></div></div><div>Creature -- Vampire</div><div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Voldaren Epicure</div><div><div>R</div></div></div><div>Creature -- Vampire</div><div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Voldaren Epicure</div><div><div>R</div></div></div><div>Creature -- Vampire</div><div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Warden of the Inner Sky (W) <hr/> Creature -- Human Soldier <hr/> 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. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Warden of the Inner Sky (W) <hr/> Creature -- Human Soldier <hr/> 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. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Warden of the Inner Sky (W) <hr/> Creature -- Human Soldier <hr/> 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. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Warden of the Inner Sky (W) <hr/> Creature -- Human Soldier <hr/> 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. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Destroy Evil (1)(W) <hr/> Instant <hr/> Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Destroy Evil (1)(W) <hr/> Instant <hr/> Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	End the Festivities (R) <hr/> Sorcery <hr/> End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	End the Festivities (R) <hr/> Sorcery <hr/> End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Wedding Announcement

② ③ W

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sidebar]

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