

<div><div>Battlefield Forge</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Battlefield Forge</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Battlefield Forge</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Battlefield Forge</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Case of the Gateway Express ①②</div><div>Enchantment -- Case</div><div><div><div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.</div><div>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- Creatures you control get +1/+0.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Case of the Gateway Express ①②</div><div>Enchantment -- Case</div><div><div><div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.</div><div>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- Creatures you control get +1/+0.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Case of the Gateway Express ①②</div><div>Enchantment -- Case</div><div><div><div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.</div><div>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- Creatures you control get +1/+0.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Case of the Gateway Express ①②</div><div>Enchantment -- Case</div><div><div><div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.</div><div>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- Creatures you control get +1/+0.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>
<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>

Playtest cards - Magdaregina - Standard (Standard Challenge 32) sheet 3/10 - 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.

Knight-Errant of Eos 4W 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 4W 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 4W 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 4W 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
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	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

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.")
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. <div>1/1</div> 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. <div>1/1</div> 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. <div>1/1</div> 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanguine Evangelist ②③ 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. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanguine Evangelist ②③ 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. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

Playtest cards - Magdaregina - 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 6/10 - 8 cards - 2.5 x 3.5 in each

<p>Voldaren Epicure (R)</p> <p>Creature -- Vampire</p> <p>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.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Voldaren Epicure (R)</p> <p>Creature -- Vampire</p> <p>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.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Voldaren Epicure (R)</p> <p>Creature -- Vampire</p> <p>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.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Voldaren Epicure (R)</p> <p>Creature -- Vampire</p> <p>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.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Warden of the Inner Sky (W)</p> <p>Creature -- Human Soldier</p> <p>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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Warden of the Inner Sky (W)</p> <p>Creature -- Human Soldier</p> <p>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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Warden of the Inner Sky (W)</p> <p>Creature -- Human Soldier</p> <p>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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Warden of the Inner Sky (W)</p> <p>Creature -- Human Soldier</p> <p>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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Warleader's Call</div><div><div>1</div><div>R</div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Warleader's Call</div><div><div>1</div><div>R</div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Warleader's Call</div><div><div>1</div><div>R</div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Yotian Frontliner</div><div><div>1</div></div></div> <div>Artifact Creature -- Soldier</div> <div>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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Lithomantic Barrage</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lithomantic Barrage</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Urabrask's Forge</div><div>Artifact</div><div>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urabrask's Forge</div><div>Artifact</div><div>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>		