

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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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.

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{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.

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Creature -- Human Rogue

Haste
When this creature enters, choose one --

- * Discard a card, then draw a card.
- * Create a Treasure token.
- * Create a Wicked Role token attached to target creature you control.

1/1

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Sorcery

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

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Creature -- Human Knight

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

2/2

- - - ADVENTURE - - -

Sorcery -- Adventure

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

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

<div> Imodane's Recruiter (2)(R) </div> <div> Creature -- Human Knight </div> <div> When this creature enters, creatures you control get +1/+0 and gain haste until end of turn. </div> <div> <div>2/2</div> </div> <div> ----- ADVENTURE ----- </div> <div> Train Troops (4)(W) </div> <div> Sorcery -- Adventure </div> <div> Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Imodane's Recruiter (2)(R) </div> <div> Creature -- Human Knight </div> <div> When this creature enters, creatures you control get +1/+0 and gain haste until end of turn. </div> <div> <div>2/2</div> </div> <div> ----- ADVENTURE ----- </div> <div> Train Troops (4)(W) </div> <div> Sorcery -- Adventure </div> <div> Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Inspiring Vantage </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Knight-Errant of Eos (4)(W) </div> <div> Creature -- Human Knight </div> <div> 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> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Playtest cards - yPrincipe - Standard (Standard Challenge 32)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Novice Inspector</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>Novice Inspector</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>Novice Inspector</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>

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Plains

Basic Land -- Plains

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

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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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When this creature enters, create a 1/1 white Soldier creature token.

1/1

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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

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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

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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.

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<p>Sokenzan, Crucible of Defiance</p> <p>Legendary Land</p> <p>{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.</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>
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<div><div>Warden of the Inner Sky</div><div>①W</div></div> <div><div>Creature -- Human Soldier</div><div>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><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Warleader's Call</div><div>①R①W</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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Yotian Frontliner</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><div>Yotian Frontliner</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><div>Destroy Evil</div><div>①W</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><div>Destroy Evil</div><div>①W</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><div>Destroy Evil</div><div>①W</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><div>Destroy Evil</div><div>①W</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> <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>Krenko, Baron of Tin Street</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Legendary Creature -- Goblin</div> <div> <p>Haste</p> <p>{T}, Sacrifice an artifact: Put a +1/+1 counter on each Goblin you control.</p> <p>Whenever an artifact is put into a graveyard from the battlefield, you may pay {R}. If you do, create a 1/1 red Goblin creature token. It gains haste until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Krenko, Baron of Tin Street</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Legendary Creature -- Goblin</div> <div> <p>Haste</p> <p>{T}, Sacrifice an artifact: Put a +1/+1 counter on each Goblin you control.</p> <p>Whenever an artifact is put into a graveyard from the battlefield, you may pay {R}. If you do, create a 1/1 red Goblin creature token. It gains haste until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Legion Extruder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, it deals 2 damage to any target.</p> <p>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Legion Extruder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, it deals 2 damage to any target.</p> <p>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div> Urabrask's Forge 2R </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> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Urabrask's Forge 2R </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> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Warleader's Call 1RW </div> <div> Enchantment </div> <div> <p>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	