

## 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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### 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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## Eiganjo, Seat of the Empire

## Legendary Land

{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.

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**Gleeful Demolition** 

Sorcerv

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

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②③

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

2/2

- - - ADVENTURE - -

④ ⑤

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**

- - - ADVENTURE - - -

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

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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.

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| <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</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.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                      | <div>Knight-Errant of Eos 4W</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Knight-Errant of Eos 4W</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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Playtest cards - nabenabetk - Pioneer (Pioneer League)

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

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| <div><div><div>Needleverge Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Needleverge Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    | <div><div><div>Needleverge Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Needleverge Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    | <div><div><div>Needleverge Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Needleverge Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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> |
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| <div><div><div>Resolute Reinforcements 1W</div><div>Creature -- Human Soldier</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this creature enters, create a 1/1 white Soldier creature token.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Resolute Reinforcements 1W</div><div>Creature -- Human Soldier</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this creature enters, create a 1/1 white Soldier creature token.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      |
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| <b>Sokenzan, Crucible of Defiance</b><br>Legendary Land<br>{T}: Add {R}.<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               |
| <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                            | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Venerated Loxodon</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Creature -- Elephant Cleric</div> <div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div> <div>When this creature enters, put a +1/+1 counter on each creature that convoked it.</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Venerated Loxodon</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Creature -- Elephant Cleric</div> <div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div> <div>When this creature enters, put a +1/+1 counter on each creature that convoked it.</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Venerated Loxodon</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Creature -- Elephant Cleric</div> <div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div> <div>When this creature enters, put a +1/+1 counter on each creature that convoked it.</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Venerated Loxodon</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Creature -- Elephant Cleric</div> <div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div> <div>When this creature enters, put a +1/+1 counter on each creature that convoked it.</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Voldaren Epicure</div> <div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                             | <div> <div>Voldaren Epicure</div> <div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                             | <div> <div>Voldaren Epicure</div> <div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                             | <div> <div>Voldaren Epicure</div> <div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                             |

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| <div> <div>Warden of the Inner Sky</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <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> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Warden of the Inner Sky</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <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> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Warden of the Inner Sky</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <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> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <div>Warden of the Inner Sky</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <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> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>              | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>              | <div> <div>Invasion of Gobakhan</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Battle -- Siege</div> <div> <p>(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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>D 3</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Lightshield Array</div> <div> <div>Enchantment</div> <div> <p>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.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Invasion of Gobakhan</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Battle -- Siege</div> <div> <p>(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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>D 3</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Lightshield Array</div> <div> <div>Enchantment</div> <div> <p>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.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Invasion of Gobakhan</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Battle -- Siege</div> <div> <p>(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.)</p> <p>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.</p> <div>[sideboard]</div> <div>D 3</div> </div> <div> <div>Lightshield Array</div> <div>Enchantment</div> <p>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</p> <p>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Jegantha, the Wellspring</div> <div> <div>4</div> <div>R/G</div> </div> </div> <div> <div>Legendary Creature -- Elemental Elk</div> <div> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <div>[sideboard]</div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Portable Hole</div> <div>W</div> </div> <div> <div>Artifact</div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Portable Hole</div> <div>W</div> </div> <div> <div>Artifact</div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Portable Hole</div> <div>W</div> </div> <div> <div>Artifact</div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div>Reidane, God of the Worthy</div> <div>Card</div> <div>[sideboard]</div> <div> <div>OTHER FACE</div> <div>Reidane, God of the Worthy</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Rending Volley</div> <div>R</div> </div> <div> <div>Instant</div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                       | <div> <div>Rending Volley</div> <div>R</div> </div> <div> <div>Instant</div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                       |

Playtest cards - nabenabetk - Pioneer (Pioneer League)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                        | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         |  |