

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><b>Battlefield Forge</b></div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                          | <div><div><b>Battlefield Forge</b></div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                          | <div><div><b>Battlefield Forge</b></div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                          | <div><div><b>Battlefield Forge</b></div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                          |
| <div><div><b>Case of the Gateway Express</b> ①②</div><div>Enchantment -- Case</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Case of the Gateway Express</b> ①②</div><div>Enchantment -- Case</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Case of the Gateway Express</b> ①②</div><div>Enchantment -- Case</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Case of the Gateway Express</b> ①②</div><div>Enchantment -- Case</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>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.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>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.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>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>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>                                                                                      | <div><div>Imodane's Recruiter</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>2/2</div><div>-----ADVENTURE-----</div><div><div>Train Troops</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 PLAYbotbox.dev</div></div></div> | <div><div>Imodane's Recruiter</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>2/2</div><div>-----ADVENTURE-----</div><div><div>Train Troops</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 PLAYbotbox.dev</div></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.

④ ⑤

### 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

④ W

**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

{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

{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      bothbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

## Nurturing Pixie

Creature -- Faerie Rogue

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nurturing Pixie

Creature -- Faerie Rogue

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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> |

|                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                            |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  | <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warleader's Call</b> (1)(R)(W)<br>Enchantment<br>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                        | <b>Warleader's Call</b> (1)(R)(W)<br>Enchantment<br>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                        |



|                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Requisition Raid</div><div>W</div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Destroy target artifact.<br/>+ {1} -- Destroy target enchantment.<br/>+ {1} -- Put a +1/+1 counter on each creature target player controls.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Requisition Raid</div><div>W</div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Destroy target artifact.<br/>+ {1} -- Destroy target enchantment.<br/>+ {1} -- Put a +1/+1 counter on each creature target player controls.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Requisition Raid</div><div>W</div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Destroy target artifact.<br/>+ {1} -- Destroy target enchantment.<br/>+ {1} -- Put a +1/+1 counter on each creature target player controls.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tectonic Hazard</div><div>R</div></div> <div>Sorcery</div> <div>Tectonic Hazard deals 1 damage to each opponent and each creature they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                     |
| <div><div>Tectonic Hazard</div><div>R</div></div> <div>Sorcery</div> <div>Tectonic Hazard deals 1 damage to each opponent and each creature they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        | <div><div>Tectonic Hazard</div><div>R</div></div> <div>Sorcery</div> <div>Tectonic Hazard deals 1 damage to each opponent and each creature they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        | <div><div>Tectonic Hazard</div><div>R</div></div> <div>Sorcery</div> <div>Tectonic Hazard deals 1 damage to each opponent and each creature they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        | <div><div>Urabrask's Forge</div><div>2R</div></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> |

## Urabrask's Forge

②R

## Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Urabrask's Forge

②③

## Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urabrask's Forge

②③

## Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev