

## 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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## 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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As this land enters, choose a creature type.  
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{T}: Add one mana of any color.  
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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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**Extraction Specialist** (2)(W)

Creature -- Human Rogue

**Lifelink**  
When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.

3/2

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**Gleeful Demolition** <sup>®</sup>

## Sorcery

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

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## Playtest cards - BirdLar - Standard (Standard League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

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

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                              | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>                                                                       |
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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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| <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>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></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <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></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Voldaren Epicure</b> (R)<br>Creature -- Vampire<br>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.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                    | <b>Voldaren Epicure</b> (R)<br>Creature -- Vampire<br>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.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                    | <b>Voldaren Epicure</b> (R)<br>Creature -- Vampire<br>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.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Voldaren Epicure</b> (R)<br>Creature -- Vampire<br>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.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   |

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

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| <p><b>Extraction Specialist</b> (2)(W)</p> <p>Creature -- Human Rogue</p> <p><u>Lifelink</u><br/>When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Extraction Specialist</b> (2)(W)</p> <p>Creature -- Human Rogue</p> <p><u>Lifelink</u><br/>When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Lantern Flare</b> (1)(W)</p> <p>Instant</p> <p><u>Cleave {X}{R}{W}</u> (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>Lantern Flare deals X damage to target creature or planeswalker and you gain X life. [X is the number of creatures you control.]</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Lantern Flare</b> (1)(W)</p> <p>Instant</p> <p><u>Cleave {X}{R}{W}</u> (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>Lantern Flare deals X damage to target creature or planeswalker and you gain X life. [X is the number of creatures you control.]</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Wedding Announcement

2W

Enchantment

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

[sideboard]

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

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[sideboard]

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Playtest cards - BirdLar - Standard (Standard League)

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

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