

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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Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {R}.
{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

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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 ^(R)

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.)

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②R

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

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This land enters tapped unless you control two or fewer other lands.
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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.

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

Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Knight-Errant of Eos4W Creature -- Human Knight Convoke When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Knight-Errant of Eos4W Creature -- Human Knight Convoke When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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W

Creature -- Human Detective

When this creature enters,
investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")

1/2

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When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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Basic Land -- Plains

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

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① W

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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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 4/10 - 8 cards - 2.5 x 3.5 in each

Resolute Reinforcements 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resolute Reinforcements 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben ①W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben ①W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben ①W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venerated Loxodon 4 W Creature -- Elephant Cleric 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.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerated Loxodon 4 W Creature -- Elephant Cleric 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.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerated Loxodon 4 W Creature -- Elephant Cleric 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.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerated Loxodon 4 W Creature -- Elephant Cleric 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.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Voldaren Epicure R Creature -- Vampire 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.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Epicure R Creature -- Vampire 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.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Epicure R Creature -- Vampire 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.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Epicure R Creature -- Vampire 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.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warden of the Inner Sky (W) Creature -- Human Soldier 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chandra's Defeat (R) Instant Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra's Defeat (R) Instant Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reidane, God of the Worthy

Card

[sideboard]

- - - OTHER FACE - - -

Reidane, God of the Worthy

Card

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Wedding Announcement (2)(W)

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.

[sidebar]

- - - BACK FACE - - -

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

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Wedding Announcement (2) (W)

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]

- - - BACK FACE - - -

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