## Ajani, Nacatl Pariah {1}{W}

Legendary Creature -- Cat Warrior

When Ajani enters, create a 2/1 white Cat Warrior creature token.
Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.

**1/2**

- - - BACK FACE - - -

## Ajani, Nacatl Avenger

Legendary Planeswalker -- Ajani

[+2]: Put a +1/+1 counter on each Cat you control.
[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.
[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Alesha, Who Laughs at Fate {1}{B}{R}

Legendary Creature -- Human Warrior

First strike
Whenever Alesha attacks, put a +1/+1 counter on it.
Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Animate Dead {1}{B}

Enchantment -- Aura

Enchant creature card in a graveyard
When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it.
Enchanted creature gets -1/-0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Archivist of Oghma {1}{W}

Creature -- Halfling Cleric

Flash
Whenever an opponent searches their library, you gain 1 life and draw a card.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Barrowgoyf {2}{B}

Creature -- Lhurgoyf

Deathtouch, lifelink
Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.
Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.

***/1+***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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## Bedevil {B}{B}{R}

Instant

Destroy target artifact, creature, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chaos Defiler {3}{B}{R}

Artifact Creature -- Demon Construct

Trample
Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Clifftop Retreat

Land

This land enters tapped unless you control a Mountain or a Plains.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cloud, Midgar Mercenary {W}{W}

Legendary Creature -- Human Soldier Mercenary

When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.
As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crackling Doom {R}{W}{B}

Instant

Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deadpool, Trading Card {2}{B}{R}

Legendary Creature -- Mutant Mercenary Hero

As Deadpool enters, you may exchange his text box and another creature's. At the beginning of your upkeep, you lose 3 life.
{3}, Sacrifice this creature: Each other player draws a card.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Demonic Tutor {1}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Detective's Phoenix {2}{R}

Enchantment Creature -- Phoenix

Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)
Flying, haste
Enchanted creature gets +2/+2 and has flying and haste.
You may cast this card from your graveyard using its bestow ability.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Diabolic Intent {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dragonskull Summit

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emperor of Bones {1}{B}

Creature -- Skeleton Noble

At the beginning of combat on your turn, exile up to one target card from a graveyard.
{1}{B}: Adapt 2.
Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Emptiness {4}{W/B}{W/B}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, return target creature card with mana value 3 or less from your graveyard to the battlefield.
When this creature enters, if {B}{B} was spent to cast it, put three -1/-1 counters on up to one target creature.
Evoke {W/B}{W/B}

**3/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Exotic Orchard

Land

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fear of Missing Out {1}{R}

Enchantment Creature -- Nightmare

When this creature enters, discard a card, then draw a card.
Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fetid Heath

Land

{T}: Add {C}.
{W/B}, {T}: Add {W}{W}, {W}{B}, or {B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forth Eorlingas! {X}{R}{W}

Sorcery

Create X 2/2 red Human Knight creature tokens with trample and haste.
Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gau, Feral Youth {1}{R}

Legendary Creature -- Human Berserker

Rage -- Whenever Gau attacks, put a +1/+1 counter on it.
At the beginning of each end step, if a card left your graveyard this turn, Gau deals damage equal to its power to each opponent.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Giver of Runes {W}

Creature -- Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Graven Cairns

Land

{T}: Add {C}.
{B/R}, {T}: Add {B}{B}, {B}{R}, or {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Haunted Ridge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Helping Hand {W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hungry for More {B}{R}

Sorcery

Create a 3/1 black and red Vampire creature token with trample, lifelink, and haste. Sacrifice it at the beginning of the next end step.
Flashback {1}{B}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Infernal Grasp {1}{B}

Instant

Destroy target creature. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Judgment of Alexander {2}{W}

Instant

Prevent all damage that would be dealt to you this turn by sources your opponents control. Whenever damage from a creature is prevented this way, each commander creature you control deals damage equal to its power to that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kari Zev, Skyship Raider {1}{R}

Legendary Creature -- Human Pirate

First strike, menace
Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Laelia, the Blade Reforged** (2)(R)

Legendary Creature -- Spirit Warrior

Haste
Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.
Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lightning Bolt** (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lion Sash** (1)(W)

Artifact Creature -- Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.
Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.
Reconfigure only as a sorcery. While attached, this isn't a creature.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Long Goodbye** (1)(B)

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Mai, Scornful Striker** (1)(B)

Legendary Creature -- Human Noble Ally

First strike
Whenever a player casts a noncreature spell, they lose 2 life.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Meek Attack** (2)(R)

Enchantment

{1}{R}: You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Metamorphosis Fanatic** (4)(B)(B)

Creature -- Human Cleric

Lifelink
When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.
Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Moonshadow** (B)

Creature -- Elemental

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Emax - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04)** sheet 6/13 - 8 cards - 2.5 x 3.5 in each

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## Mother of Runes {W}

Creature -- Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Night's Whisper {1}{B}

Sorcery

You draw two cards and lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Opposition Agent {2}{B}

Creature -- Human Rogue

Flash
You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orzhov Basilica

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Overlord of the Mistmoors** {5}{W}{W}

Enchantment Creature -- Avatar Horror

Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Parallax Wave** {2}{W}{W}

Enchantment

Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Remove a fade counter from this enchantment: Exile target creature.
When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Persist** {1}{B}

Sorcery

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Phelia, Exuberant Shepherd** {1}{W}

Legendary Creature -- Dog

Flash
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Phlage, Titan of Fire's Fury** {1}{R}{W}

Legendary Creature -- Elder Giant

When Phlage enters, sacrifice it unless it escaped.
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.
Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Planar Disruption** {1}{W}

Enchantment -- Aura

Enchant artifact, creature, or planeswalker
Enchanted permanent can't attack or block, and its activated abilities can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Emax - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04)** sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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## Pre-War Formalwear {2}{W}

Artifact -- Equipment

When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it.
Equipped creature gets +2/+2 and has vigilance.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Priest of Fell Rites {W}{B}

Creature -- Human Warlock

{T}, Pay 3 life, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.
Unearth {3}{W}{B} ({3}{W}{B}: 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.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyrogoyf {3}{R}

Creature -- Lhurgoyf

Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.
Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.

***/1+***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Redirect Lightning {R}

Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rugged Prairie

Land

{T}: Add {C}.
{R/W}, {T}: Add {R}{R}, {R}{W}, or {W}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

## Sawhorn Nemesis {3}{R}

Creature -- Dinosaur

As this creature enters, choose a player.
If a source would deal damage to the chosen player or a permanent they control, it deals double that damage instead.

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Screaming Nemesis {2}{R}

Creature -- Spirit

Haste
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smoldering Marsh

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spectacular Spider-Man {1}{W}

Legendary Creature -- Spider Human Hero

Flash
{1}: Spectacular Spider-Man gains flying until end of turn.
{1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spider-Punk {1}{R}

Legendary Creature -- Spider Human Hero

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Other Spiders you control have riot.
Spells and abilities can't be countered.
Damage can't be prevented.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Squall, Gunblade Duelist {R}{W}{B}

Legendary Creature -- Human Mercenary

First strike
As Squall enters, choose a number.
Whenever one or more creatures attack one of your opponents, if any of those creatures have power or toughness equal to the chosen number, Squall deals damage equal to its power to defending player.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

{T}: Add {C}.
{T}: Add {B} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tainted Field

Land

{T}: Add {C}.
{T}: Add {W} or {B}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tectonic Edge

Land

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple of Malice

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple of Silence

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {B}.

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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.

## Temple of Triumph

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Terminate {B}{R}

Instant

Destroy target creature. It can't be regenerated.

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## Thalia, Guardian of Thraben {1}{W}

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

**2/1**

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## Tokka & Rahzar, Terrible Twos {B/R}{B/R}

Legendary Creature -- Turtle Wolf Mutant

This spell can't be countered.
Menace
Whenever a player casts a spell, if the amount of mana spent to cast it was less than its mana value, Tokka & Rahzar deal 3 damage to that player.

**3/2**

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## Tourach, Dread Cantor {1}{B}

Legendary Creature -- Human Cleric

Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)
Protection from white
Whenever an opponent discards a card, put a +1/+1 counter on Tourach.
When Tourach enters, if it was kicked, target opponent discards two cards at random.

**2/1**

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## Unearth {B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

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## Victimize {2}{B}

Sorcery

Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.

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## Vindicate {1}{W}{B}

Sorcery

Destroy target permanent.

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## Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

**1/3**

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## Volatile Fault

Land -- Cave

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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## Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Emax - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04)** sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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