Aether Spellbomb {1}

Artifact

{U}, Sacrifice this artifact: Return target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aquitect's Defenses {1}{U}

Enchantment -- Aura

Flash
Enchant creature you control
When this Aura enters, enchanted creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Enchanted creature gets +1/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Attuned Hunter {2}{G}

Creature -- Human Ranger

Trample
Whenever one or more cards leave your graveyard during your turn, put a +1/+1 counter on this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avatar Destiny {2}{G}{G}

Enchantment -- Aura

Enchant creature you control
Enchanted creature gets +1/+1 for each creature card in your graveyard and is an Avatar in addition to its other types.
When enchanted creature dies, mill cards equal to its power. Return this card to its owner's hand and up to one creature card milled this way to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awaken the Honored Dead {B}{G}{U}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target nonland permanent.
II -- Mill three cards.
III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloom Tender {1}{G}

Creature -- Elf Druid

Vivid -- {T}: For each color among permanents you control, add one mana of that color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broodspinner {B}{G}

Creature -- Spider

Reach
When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
{4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cankerbloom {1}{G}

Creature -- Phyrexian Fungus

{1}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jeanlous - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 1/13 - 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.

Cloud of Darkness {2}{B}{G}{G}

Legendary Creature -- Avatar

Flying
Particle Beam -- When Cloud of Darkness enters, target creature an opponent controls gets -X/-X until end of turn, where X is the number of permanent cards in your graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craterhoof Behemoth {5}{G}{G}{G}

Creature -- Beast

Haste
When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crawling Infestation {2}{G}

Enchantment

At the beginning of your upkeep, you may mill two cards. (You may put the top two cards of your library into your graveyard.)
Whenever one or more creature cards are put into your graveyard from anywhere during your turn, create a 1/1 green Insect creature token. This ability triggers only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot {3}

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathcap Glade

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diamond Weapon {7}{G}{G}

Legendary Artifact Creature -- Elemental

This spell costs {1} less to cast for each permanent card in your graveyard.
Reach
Immune -- Prevent all combat damage that would be dealt to Diamond Weapon.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptive Stormbrood {4}{G}

Creature -- Dragon

Flying
When this creature enters, destroy up to one target artifact or enchantment.

3/3

- - - ADVENTURE - - -

Petty Revenge {1}{B}

Sorcery -- Omen

Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonfire Blade {1}

Artifact -- Equipment

Equipped creature gets +2/+2 and has hexproof from monocolored.
Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad of the Ilysian Grove {2}{G}

Enchantment Creature -- Nymph Dryad

You may play an additional land on each of your turns.
Lands you control are every basic land type in addition to their other types.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elixir {1}

Artifact

This artifact enters tapped.
{5}, {T}, Exile this artifact: Shuffle all nonland cards from your graveyard into your library. You gain life equal to the number of cards shuffled into your library this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Anchor {2}{U}

Artifact

At the beginning of your upkeep, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Create a 2/2 black Zombie Druid creature token. Activate only during your turn and only if a card left your graveyard this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exdeath, Void Warlock {1}{B}{G}

Legendary Creature -- Spirit Warlock

When Exdeath enters, you gain 3 life.
At the beginning of your end step, if there are six or more permanent cards in your graveyard, transform Exdeath.

3/3

- - - BACK FACE - - -

Neo Exdeath, Dimension's End

Legendary Creature -- Spirit Avatar

Trample
Neo Exdeath's power is equal to the number of permanent cards in your graveyard.

***/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fangkeeper's Familiar {1}{B}{G}{U}

Creature -- Snake

Flash
When this creature enters, choose one --
* You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Destroy target enchantment.
* Counter target creature spell.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fellwar Stone {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiend Artisan {B/G}{B/G}

Creature -- Nightmare

This creature gets +1/+1 for each creature card in your graveyard.
{X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frog Butler (1)(G)

Creature -- Frog Spirit

Deathtouch
{T}: Add one mana of any color.
{2}: This creature gains reach until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gran Pulse Ochu {G}

Creature -- Plant Beast

Deathtouch
{8}: Until end of turn, this creature gets +1/+1 for each permanent card in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Arashin City

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {B}.
{1}{B}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Divide Guide {1}{G}

Creature -- Human Scout Ally

Each land and Ally you control has "{T}: Add one mana of any color."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunter's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.
{1}{G}: Level 2
Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.
{3}{G}: Level 3
At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Huskburster Swarm {7}{B}

Creature -- Elemental Insect

This spell costs {1} less to cast for each creature card you own in exile and in your graveyard.
Menace, deathtouch

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icetill Explorer {2}{G}{G}

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Il Mheg Pixie {1}{U}

Creature -- Faerie

Flying
Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiration from Beyond {2}{U}

Sorcery

Mill three cards, then return an instant or sorcery card from your graveyard to your hand.
Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jeanlous - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 7/13 - 8 cards - 2.5 x 3.5 in each

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Kheru Goldkeeper {1}{B}{G}{U}

Creature -- Dragon

Flying
Whenever one or more cards leave your graveyard during your turn, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Renew -- {2}{B}{G}{U}, Exile this card from your graveyard: Put two +1/+1 counters and a flying counter on target creature. Activate only as a sorcery.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kishla Skimmer {G}{U}

Creature -- Bird Scout

Flying
Whenever a card leaves your graveyard during your turn, draw a card. This ability triggers only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kishla Village

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {G}.
{3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koma, World-Eater {3}{G}{G}{U}{U}

Legendary Creature -- Serpent

This spell can't be countered.
Trample, ward {4}
Whenever Koma deals combat damage to a player, create four 3/3 blue Serpent creature tokens named Koma's Coil.

8/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lasyd Prowler {2}{G}{G}

Creature -- Snake Ranger

When this creature enters, you may mill cards equal to the number of lands you control.
Renew -- {1}{G}, Exile this card from your graveyard: Put X +1/+1 counters on target creature, where X is the number of land cards in your graveyard. Activate only as a sorcery.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotuslight Dancers {2}{B}{G}{U}

Creature -- Zombie Bard

Lifelink
When this creature enters, search your library for a black card, a green card, and a blue card. Put those cards into your graveyard, then shuffle.

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Lumra, Bellow of the Woods {4}{G}{G}

Legendary Creature -- Elemental Bear

Reach, vigilance
Lumra's power and toughness are each equal to the number of lands you control.
When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moon-Vigil Adherents {2}{G}{G}

Creature -- Elf Druid

Trample
This creature gets +1/+1 for each creature you control and each creature card in your graveyard.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossborn Hydra {2}{G}

Creature -- Elemental Hydra

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
This creature enters with a +1/+1 counter on it.
Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muldrotha, the Gravetide {3}{B}{G}{U}

Legendary Creature -- Elemental Avatar

During each of your turns, you may play a land and cast a permanent spell of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Osteomancer Adept {1}{B}

Creature -- Squirrel Warlock

Deathtouch
{T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overrun {2}{G}{G}{G}

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Palace Siege {3}{B}{B}

Enchantment

As this enchantment enters, choose Khans or Dragons.
* Khans -- At the beginning of your upkeep, return target creature card from your graveyard to your hand.
* Dragons -- At the beginning of your upkeep, each opponent loses 2 life and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Qarsi Revenant {1}{B}{B}

Creature -- Vampire

Flying, deathtouch, lifelink
Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.

3/3

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Reclamation Sage {2}{G}

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rise of the Dark Realms {7}{B}{B}

Sorcery

Put all creature cards from all graveyards onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satyr Wayfinder {1}{G}

Creature -- Satyr

When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedship Broodtender {B}{G}

Creature -- Insect Citizen

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
{3}{B}{G}, Sacrifice this creature: Return target creature or Spacecraft card from your graveyard to the battlefield. Activate only as a sorcery.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shimmerwilds Growth {1}{G}

Enchantment -- Aura

Enchant land
As this Aura enters, choose a color. Enchanted land is the chosen color. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singularity Rupture {3}{U}{B}{B}

Sorcery

Destroy all creatures, then any number of target players each mill half their library, rounded down.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum {4}

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Song of Freyalise {1}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II -- Until your next turn, creatures you control gain "{T}: Add one mana of any color."
III -- Put a +1/+1 counter on each creature you control. Those creatures gain vigilance, trample, and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sultai Monument {2}

Artifact

When this artifact enters, search your library for a basic Swamp, Forest, or Island card, reveal it, put it into your hand, then shuffle.
{2}{B}{G}{U}, {T}, Sacrifice this artifact: Create two 2/2 black Zombie Druid creature tokens. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Fenrir {2}{G}

Enchantment Creature -- Saga Wolf

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.
III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Primal Odin {4}{B}{B}

Enchantment Creature -- Saga Knight

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Gungnir -- Destroy target creature an opponent controls.
II -- Zantetsuken -- This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."
III -- Hall of Sorrow -- Draw two cards. Each player loses 2 life.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Titan {3}{G}{G}

Enchantment Creature -- Saga Giant

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Mill five cards.
II -- Return all land cards from your graveyard to the battlefield tapped.
III -- Until end of turn, another target creature you control gains trample and gets +X/+X, where X is the number of lands you control.
Reach, trample

7/7

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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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}.)

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Swiftfoot Boots {2}

Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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Tireless Provisioner {2}{G}

Creature -- Elf Scout

Landfall -- Whenever a land you control enters, create a Food token or a Treasure token. (Food is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." Treasure is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

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Playtest cards - jeanlous - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 12/13 - 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.

Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

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Vincent Valentine (2)(B)(B)

Legendary Creature -- Assassin

Whenever a creature an opponent controls dies, put a number of +1/+1 counters on Vincent Valentine equal to that creature's power.
Whenever Vincent Valentine attacks, you may transform it.

2/2

- - - BACK FACE - - -

Galian Beast

Legendary Creature -- Werewolf Beast

Trample, lifelink
When Galian Beast dies, return it to the battlefield tapped (front face up).

3/2

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Viscera Seer (B)

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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Wedding Invitation (2)

Artifact

When this artifact enters, draw a card.
{T}, Sacrifice this artifact: Target creature can't be blocked this turn. If it's a Vampire, it also gains lifelink until end of turn.

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Playtest cards - jeanlous - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 13/13 - 4 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.