Adriana, Captain of the Guard {3}{R}{W}

Legendary Creature -- Human Knight

Melee (Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)
Other creatures you control have melee. (If a creature has multiple instances of melee, each triggers separately.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alesha, Who Smiles at Death {2}{R}

Legendary Creature -- Human Warrior

First strike
Whenever Alesha attacks, you may pay {W/B}{W/B}. If you do, return target creature card with power 2 or less from your graveyard to the battlefield tapped and attacking.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ambition's Cost {3}{B}

Sorcery

You draw three cards and lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anafenza, Kin-Tree Spirit {W}{W}

Legendary Creature -- Spirit Soldier

Whenever another nontoken creature you control enters, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

2/2

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

Arvad the Cursed {3}{W}{B}

Legendary Creature -- Vampire Knight

Deathtouch, lifelink
Other legendary creatures you control get +2/+2.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Astor, Bearer of Blades {2}{R}{W}

Legendary Creature -- Human Warrior

When Astor enters, look at the top seven cards of your library. You may reveal an Equipment or Vehicle card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Equipment you control have equip {1}.
Vehicles you control have crew 1.

4/4

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

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.

Bedevil {B}{B}{R}

Instant

Destroy target artifact, creature, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bell Borca, Spectral Sergeant {2}{R}{W}

Legendary Creature -- Spirit Soldier

Note the mana value of each card as it's put into exile.
Bell Borca's power is equal to the greatest number noted for it this turn.
At the beginning of your upkeep, exile the top card of your library. You may play that card this turn.

*/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackblade Reforged {2}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 for each land you control.
Equip legendary creature {3}
Equip {7}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bladewing, Deathless Tyrant {5}{B}{R}

Legendary Creature -- Dragon Skeleton

Flying, haste
Whenever Bladewing deals combat damage to a player or planeswalker, for each creature card in your graveyard, create a 2/2 black Zombie Knight creature token with menace.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bontu's Monument {3}

Legendary Artifact

Black creature spells you cast cost {1} less to cast.
Whenever you cast a creature spell, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Garrison

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cadric, Soul Kindler {2}{R}{W}

Legendary Creature -- Dwarf Wizard

The "legend rule" doesn't apply to tokens you control.
Whenever another nontoken legendary permanent you control enters, you may pay {1}. If you do, create a token that's a copy of it. That token gains haste. Sacrifice it at the beginning of the next end step.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Captain Lannery Storm {2}{R}

Legendary Creature -- Human Pirate

Haste
Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commander's Sphere {3}

Artifact

{T}: Add one mana of any color in your commander's color identity.
Sacrifice this artifact: Draw a card.

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

Dihada, Binder of Wills {1}{R}{W}{B}

Legendary Planeswalker -- Dihada

[+2]: Up to one target legendary creature gains vigilance, lifelink, and indestructible until your next turn.
[-3]: Reveal the top four cards of your library. Put any number of legendary cards from among them into your hand and the rest into your graveyard. Create a Treasure token for each card put into your graveyard this way.
[-11]: Gain control of all nonland permanents until end of turn. Untap them. They gain haste until end of turn.
Dihada, Binder of Wills can be your commander.

L 5

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

Drana, Liberator of Malakir {1}{B}{B}

Legendary Creature -- Vampire Ally

Flying, first strike
Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etali, Primal Storm {4}{R}{R}

Legendary Creature -- Elder Dinosaur

Whenever Etali attacks, exile the top card of each player's library, then you may cast any number of spells from among those cards without paying their mana costs.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - nbpfd - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 3/13 - 8 cards - 2.5 x 3.5 in each

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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

Faithless Looting (R)

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Foreboding Ruins

Land

As this land enters, you may reveal a Swamp or Mountain card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garna, the Bloodflame (3)(B)(R)

Legendary Creature -- Human Warrior

Flash
When Garna enters, return to your hand all creature cards in your graveyard that were put there from anywhere this turn.
Other creatures you control have haste.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geier Reach Sanitarium

Legendary Land

{T}: Add {C}.
{2}, {T}: Each player draws a card, then discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Gift (2)(W)

Instant

Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gerrard's Hourglass Pendant (1)

Legendary Artifact

Flash
If a player would begin an extra turn, that player skips that turn instead.
{4}, {T}, Exile Gerrard's Hourglass Pendant: Return to the battlefield tapped all artifact, creature, enchantment, and land cards in your graveyard that were put there from the battlefield this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gonti, Lord of Luxury {2}{B}{B}

Legendary Creature -- Aetherborn Rogue

Deathtouch
When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hazoret's Monument {3}

Legendary Artifact

Red creature spells you cast cost {1} less to cast.
Whenever you cast a creature spell, you may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heroes' Podium {5}

Legendary Artifact

Each legendary creature you control gets +1/+1 for each other legendary creature you control.
{X}, {T}: Look at the top X cards of your library. You may reveal a legendary creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero's Blade {2}

Artifact -- Equipment

Equipped creature gets +3/+2.
Whenever a legendary creature you control enters, you may attach this Equipment to it.
Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero's Downfall {1}{B}{B}

Instant

Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honor-Worn Shaku {3}

Artifact

{T}: Add {C}.
Tap an untapped legendary permanent you control: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jazal Goldmane {2}{W}{W}

Legendary Creature -- Cat Warrior

First strike (This creature deals combat damage before creatures without first strike.)
{3}{W}{W}: Attacking creatures you control get +X/+X until end of turn, where X is the number of attacking creatures.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Junji, the Midnight Sky {3}{B}{B}

Legendary Creature -- Dragon Spirit

Flying, menace
When Junji dies, choose one --
* Each opponent discards two cards and loses 2 life.
* Put target non-Dragon creature card from a graveyard onto the battlefield under your control. You lose 2 life.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kaya's Wrath {W}{W}{B}{B}

Sorcery

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kothophed, Soul Hoarder {4}{B}{B}

Legendary Creature -- Demon

Flying
Whenever a permanent owned by another player is put into a graveyard from the battlefield, you draw a card and you lose 1 life.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krenko, Tin Street Kingpin {2}{R}

Legendary Creature -- Goblin

Whenever Krenko attacks, put a +1/+1 counter on it, then create a number of 1/1 red Goblin creature tokens equal to Krenko's power.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lae'zel, Vlaakith's Champion {2}{W}

Legendary Creature -- Gith Warrior

If you would put one or more counters on a creature or planeswalker you control or on yourself, put that many plus one of each of those kinds of counters on that permanent or player instead.
Choose a Background (You can have a Background as a second commander.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luxior, Giada's Gift {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 for each counter on it.
Equipped permanent isn't a planeswalker and is a creature in addition to its other types. (Loyalty abilities can still be activated.)
Equip planeswalker {1}
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mikokoro, Center of the Sea

Legendary Land

{T}: Add {C}.
{2}, {T}: Each player draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mobilized District

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moira, Urborg Haunt {2}{B}

Legendary Creature -- Spirit Wizard

Menace
Whenever Moira deals combat damage to a player, return to the battlefield target creature card in your graveyard that was put there from the battlefield this turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Mortify {1}{W}{B}

Instant

Destroy target creature or enchantment.

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

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

Neheb, Dreadhorde Champion {2}{R}{R}

Legendary Creature -- Zombie Minotaur Warrior

Trample
Whenever Neheb deals combat damage to a player or planeswalker, you may discard any number of cards. If you do, draw that many cards and add that much {R}. Until end of turn, you don't lose this mana as steps and phases end.

5/4

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

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Nomad Outpost

Land

This land enters tapped.
{T}: Add {R}, {W}, or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Odric, Lunarch Marshal {3}{W}

Legendary Creature -- Human Soldier

At the beginning of each combat, creatures you control gain first strike until end of turn if a creature you control has first strike. The same is true for flying, deathtouch, double strike, haste, hexproof, indestructible, lifelink, menace, reach, skulk, trample, and vigilance.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oketra's Monument {3}

Legendary Artifact

White creature spells you cast cost {1} less to cast.
Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Olivia, Crimson Bride {4}{B}{R}

Legendary Creature -- Vampire Noble

Flying, haste
Whenever Olivia attacks, return target creature card from your graveyard to the battlefield tapped and attacking. It gains "When you don't control a legendary Vampire, exile this creature."

3/4

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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primevals' Glorious Rebirth {5}{W}{B}

Legendary Sorcery

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)
Return all legendary permanent cards from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Carnarium

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Read the Bones {2}{B}

Sorcery

Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reliquary Tower

Land

You have no maximum hand size.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Semester's End {3}{W}

Instant

Exile any number of target creatures and/or planeswalkers you control. At the beginning of the next end step, return each of them to the battlefield under its owner's control. Each of them enters with an additional +1/+1 counter on it if it's a creature and an additional loyalty counter on it if it's a planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sevinne's Reclamation {2}{W}

Sorcery

Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.
Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shanid, Sleepers' Scourge {1}{R}{W}{B}

Legendary Creature -- Human Knight

Menace
Other legendary creatures you control have menace.
Whenever you play a legendary land or cast a legendary spell, you draw a card and you lose 1 life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Gorge

Legendary Land

{T}: Add {C}.
{2}{R}, {T}: Shivan Gorge deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shizo, Death's Storehouse

Legendary Land

{T}: Add {B}.
{B}, {T}: Target legendary creature gains fear until end of turn. (It can't be blocked except by artifact creatures and/or black creatures.)

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

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

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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

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Terramorphic Expanse

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

Teshar, Ancestor's Apostle {3}{W}

Legendary Creature -- Bird Cleric

Flying
Whenever you cast a historic spell, return target creature card with mana value 3 or less from your graveyard to the battlefield. (Artifacts, legendaries, and Sagas are historic.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia's Lancers {3}{W}{W}

Creature -- Human Knight

First strike
When this creature enters, you may search your library for a legendary card, reveal it, put it into your hand, then shuffle.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Peregrine Dynamo (3)

Legendary Artifact Creature -- Construct

Haste
{1}, {T}: Copy target activated or triggered ability you control from another legendary source that's not a commander. You may choose new targets for the copy. (Mana abilities can't be targeted.)

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Reaver Cleaver (2)(R)

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and "Whenever this creature deals combat damage to a player or planeswalker, create that many Treasure tokens."
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrill of Possibility (1)(R)

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traxos, Scourge of Kroog (4)

Legendary Artifact Creature -- Dragon Construct

Trample
Traxos enters tapped and doesn't untap during your untap step.
Whenever you cast a historic spell, untap Traxos. (Artifacts, legendaries, and Sagas are historic.)

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyrite Sanctum

Land

{T}: Add {C}.
{2}, {T}: Target legendary creature becomes a God in addition to its other types. Put a +1/+1 counter on it.
{4}, {T}, Sacrifice this land: Put an indestructible counter on target God.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbreakable Formation (2)(W)

Instant

Creatures you control gain indestructible until end of turn.
Addendum -- If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Ruinous Blast (4)(W)

Legendary Sorcery

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)
Exile all nonland permanents that aren't legendary.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Varragoth, Bloodsky Sire (2)(B)

Legendary Creature -- Demon Rogue

Deathtouch
Boast -- {1}{B}: Target player searches their library for a card, then shuffles and puts that card on top. (Activate only if this creature attacked this turn and only once each turn.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Verrak, Warped Sengir {1}{W}{B}

Legendary Creature -- Vampire

Flying, deathtouch, lifelink
Whenever you activate an ability that isn't a mana ability, if life was paid to activate it, you may pay that much life again. If you do, copy that ability. You may choose new targets for the copy.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wear {1}{R}

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

- - - RIGHT HALF - - -

Tear {W}

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yoshimaru, Ever Faithful {W}

Legendary Creature -- Dog

Whenever another legendary permanent you control enters, put a +1/+1 counter on Yoshimaru.
Partner (You can have two commanders if both have partner.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zeriam, Golden Wind {3}{W}

Legendary Creature -- Griffin

Flying
Whenever a Griffin you control deals combat damage to a player, create a 2/2 white Griffin creature token with flying.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - nbpfd - 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.