Ashenmoor Liege {1}{B/R}{B/R}{B/R}

Creature -- Elemental Knight

Other black creatures you control get +1/+1.
Other red creatures you control get +1/+1.
Whenever this creature becomes the target of a spell or ability an opponent controls, that player loses 4 life.

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barad-dûr

Legendary Land

Barad-dûr enters tapped unless you control a legendary creature.
{T}: Add {B}.
{X}{X}{B}, {T}: Amass Orcs X.
Activate only if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pit {3}{B}

Enchantment

At the beginning of your upkeep, sacrifice this enchantment unless you pay {B}{B}.
At the beginning of your end step, create a 0/1 black Thrull creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Executioner {2}{B}{B}

Creature -- Human Cleric

Whenever this creature deals combat damage to a player, that player sacrifices a creature of their choice.
Morph {3}{B}{B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cast into the Fire {1}{R}

Instant

Choose one --
* Cast into the Fire deals 1 damage to each of up to two target creatures.
* Exile target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinder Shade {1}{B}{R}

Creature -- Shade

{B}: This creature gets +1/+1 until end of turn.
{R}, Sacrifice this creature: It deals damage equal to its power to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Claim {B}

Sorcery

Return target creature card with mana value 2 or less from your graveyard to the battlefield.

- - - AFTERMATH HALF - - -

Fame {1}{R}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Target creature gets +2/+0 and gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cry of Contrition {B}

Sorcery

Target player discards a card.
Haunt (When this spell card is put into a graveyard after resolving, exile it haunting target creature.)
When the creature this card haunts dies, target player discards a card.

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.

Darksteel Ingot {3}

Artifact

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delraich {6}{B}

Creature -- Horror

You may sacrifice three black creatures rather than pay this spell's mana cost.
Trample

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert of the Fervent

Land -- Desert

This land enters tapped.
{T}: Add {R}.
Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert of the Glorified

Land -- Desert

This land enters tapped.
{T}: Add {B}.
Cycling {1}{B} ({1}{B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Din of the Fireherd {5}{B/R}{B/R}{B/R}

Sorcery

Create a 5/5 black and red Elemental creature token. Target opponent sacrifices a creature of their choice for each black creature you control, then sacrifices a land of their choice for each red creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Display of Power {1}{R}{R}

Instant

This spell can't be copied.
Copy any number of target instant and/or sorcery spells. You may choose new targets for the copies.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Egg

Token Creature -- Dragon Egg

Defender
When this creature dies, create a 2/2 red Dragon creature token with flying and "{R}: This creature gets +1/+0 until end of turn."

0/2

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

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.

Fire of Orthanc {3}{R}

Sorcery

Destroy target artifact or land. Creatures without flying can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fungal Infection {B}

Instant

Target creature gets -1/-1 until end of turn. Create a 1/1 green Saproling creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Trashmaster {2}{R}{R}

Creature -- Goblin Warrior

Other Goblins you control get +1/+1. Sacrifice a Goblin: Destroy target artifact.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum, Patient Plotter {1}{B}

Legendary Creature -- Halfling Horror

When Gollum leaves the battlefield, the Ring tempts you.
{B}, Sacrifice a creature: Return this card from your graveyard to your hand. Activate only as a sorcery.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gothmog, Morgul Lieutenant {3}{B}

Legendary Creature -- Human Soldier

When Gothmog enters, amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)
Creature tokens you control have deathtouch.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Graveyard Marshal {B}{B}

Creature -- Zombie Soldier

{2}{B}, Exile a creature card from your graveyard: Create a tapped 2/2 black Zombie creature token.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Hall of the Citadel

Land

{T}: Add {C}.
{1}, {T}: Add two mana in any combination of colors. Spend this mana only to cast legendary spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grishnákh, Brash Instigator {2}{R}

Legendary Creature -- Goblin Soldier

When Grishnákh enters, amass Orcs 2. When you do, until end of turn, gain control of target nonlegendary creature an opponent controls with power less than or equal to the amassed Army's power. Untap that creature. It gains haste until end of turn.

1/1

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.

Heartless Summoning {1}{B}

Enchantment

Creature spells you cast cost {2} less to cast.
Creatures you control get -1/-1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hissing Miasma {1}{B}{B}

Enchantment

Whenever a creature attacks you, its controller loses 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hour of Glory {3}{B}

Instant

Exile target creature. If that creature was a God, its controller reveals their hand and exiles all cards from it with the same name as that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imminent Doom {2}{R}

Enchantment

This enchantment enters with a doom counter on it.
Whenever you cast a spell with mana value equal to the number of doom counters on this enchantment, this enchantment deals that much damage to any target. Then put a doom counter on this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inherited Envelope {3}

Artifact

When this artifact enters, the Ring tempts you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Isareth the Awakener {1}{B}{B}

Legendary Creature -- Human Wizard

Deathtouch
Whenever Isareth attacks, you may pay {X}. When you do, return target creature card with mana value X from your graveyard to the battlefield with a corpse counter on it. If that creature would leave the battlefield, exile it instead of putting it anywhere else.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jokulhaups {4}{R}{R}

Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiki-Jiki, Mirror Breaker {2}{R}{R}{R}

Legendary Creature -- Goblin Shaman

Haste
{T}: Create a token that's a copy of target nonlegendary creature you control, except it has 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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Kolaghan Monument {3}

Artifact

{T}: Add {B} or {R}.
{4}{B}{R}: This artifact becomes a 4/4 black and red Dragon artifact creature with flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Knight {3}{B/R}{B/R}

Creature -- Elemental Knight

Flying
Wither (This deals damage to creatures in the form of -1/-1 counters.)
Creatures your opponents control with counters on them can't attack or block.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Zombie {1}{B}{R}

Creature -- Zombie

When this creature enters, return a black or red creature you control to its owner's hand.
{2}: This creature gets +1/+0 until end of turn.

4/3

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

Lyzolda, the Blood Witch {1}{B}{R}

Legendary Creature -- Human Cleric

{2}, Sacrifice a creature: Lyzolda deals 2 damage to any target if the sacrificed creature was red. Draw a card if the sacrificed creature was black.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Web {3}

Artifact

Whenever a land an opponent controls is tapped for mana, tap all lands that player controls that could produce any type of mana that land could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mauhúr, Uruk-hai Captain {B}{R}

Legendary Creature -- Orc Soldier

Menace
If one or more +1/+1 counters would be put on an Army, Goblin, or Orc you control, that many plus one +1/+1 counters are put on it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mithril Coat {3}

Legendary Artifact -- Equipment

Flash
Indestructible
When Mithril Coat enters, attach it to target legendary creature you control.
Equipped creature has indestructible.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mogg Sentry {R}

Creature -- Goblin Warrior

Whenever an opponent casts a spell, this creature gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mogg War Marshal {1}{R}

Creature -- Goblin Warrior

Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters or dies, create a 1/1 red Goblin creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Slagheap

Land

{T}: Add {C}.
{1}, {T}: Put a storage counter on this land.
{1}, Remove X storage counters from this land: Add X mana in any combination of {B} and/or {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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nezumi Graverobber {1}{B}

Creature -- Rat Rogue

{1}{B}: Exile target card from an opponent's graveyard. If no cards are in that graveyard, flip this creature.

2/1

- - - FLIPPED - - -

Nighteyes the Desecrator

Legendary Creature -- Rat Wizard

{4}{B}: Put target creature card from a graveyard onto the battlefield under your control.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ogre Marauder {1}{B}{B}

Creature -- Ogre Warrior

Whenever this creature attacks, it gains "this creature can't be blocked" until end of turn unless defending player sacrifices a creature of their choice.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MaHaLe - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 7/13 - 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.

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

Orcish Medicine {1}{B}

Instant

Target creature gains your choice of lifelink or indestructible until end of turn.
Amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reassembling Skeleton {1}{B}

Creature -- Skeleton Warrior

{1}{B}: Return this card from your graveyard to the battlefield tapped.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sam's Desperate Rescue {B}

Sorcery

Return target creature card from your graveyard to your hand. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarkhan's Unsealing {3}{R}

Enchantment

Whenever you cast a creature spell with power 4, 5, or 6, this enchantment deals 4 damage to any target.
Whenever you cast a creature spell with power 7 or greater, this enchantment deals 4 damage to each opponent and each creature and planeswalker they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Settle the Score {2}{B}{B}

Sorcery

Exile target creature. Put two loyalty counters on a planeswalker you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of the Enemy {3}{B}{B}{B}

Sorcery

Exile all creature cards from target player's graveyard. You may cast spells from among those cards for as long as they remain exiled, and mana of any type can be spent to cast them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MaHaLe - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 8/13 - 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.

Shunt {1}{R}{R}

Instant

Change the target of target spell with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege-Gang Commander {3}{R}{R}

Creature -- Goblin

When this creature enters, create three 1/1 red Goblin creature tokens.
{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spiteful Banditry {X}{R}{R}

Enchantment

When this enchantment enters, it deals X damage to each creature.
Whenever one or more creatures your opponents control die, you create a Treasure token. This ability triggers only once each turn.

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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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}.)

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

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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Indulgence {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminate {B}{R}

Instant

Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MaHaLe - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 11/13 - 8 cards - 2.5 x 3.5 in each

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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

The Torment of Gollum {3}{B}

Sorcery

Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Amass Orcs 2. (Put two +1/+1 counters on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torrent of Souls {4}{B/R}

Sorcery

Return up to one target creature card from your graveyard to the battlefield if {B} was spent to cast this spell. Creatures target player controls get +2/+0 and gain haste until end of turn if {R} was spent to cast this spell. (Do both if {B}{R} was spent.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toshiro Umezawa {1}{B}{B}

Legendary Creature -- Human Samurai

Bushido 1 (Whenever this creature blocks or becomes blocked, it gets +1/+1 until end of turn.)
Whenever a creature an opponent controls dies, you may cast target instant card from your graveyard. If that spell would be put into a graveyard, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uglúk of the White Hand {2}{B}{R}

Legendary Creature -- Orc Soldier

Whenever another creature you control dies, put a +1/+1 counter on Uglúk. If that creature was a Goblin or Orc, put two +1/+1 counters on Uglúk instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Void Maw {4}{B}{B}

Creature -- Horror

Trample
If another creature would die, exile it instead.
Put a card exiled with this creature into its owner's graveyard: This creature gets +2/+2 until end of turn.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warbeast of Gorgoroth {4}{R}

Creature -- Beast

Whenever this creature or another creature you control with power 4 or greater dies, amass Orcs 2. (Put two +1/+1 counters on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Elemental {R}{R}{R}

Creature -- Elemental

When this creature enters, sacrifice it unless an opponent was dealt damage this turn.
Whenever an opponent is dealt damage, put that many +1/+1 counters on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wayfarer's Bauble {1}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildfire Eternal {3}{R}

Creature -- Zombie Jackal Cleric

Afflict 4 (Whenever this creature becomes blocked, defending player loses 4 life.)
Whenever this creature attacks and isn't blocked, you may cast an instant or sorcery spell from your hand without paying its mana cost.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth's Vile Offering {4}{B}

Legendary Sorcery

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)
Put up to one target creature or planeswalker card from a graveyard onto the battlefield under your control. Destroy up to one target creature or planeswalker. Exile Yawgmoth's Vile Offering.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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