Barter in Blood {2}{B}{B}

Sorcery

Each player sacrifices two creatures of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Belfry Spirit {3}{W}{W}

Creature -- Spirit

Flying
Haunt (When this creature dies, exile it haunting target creature.)
When this creature enters or the creature it haunts dies, create two 1/1 black Bat creature tokens with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bile Urchin {B}

Creature -- Spirit

Sacrifice this creature: Target player loses 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrion Feeder {B}

Creature -- Zombie

This creature can't block.
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Children of Korlis {W}

Creature -- Human Rebel Cleric

Sacrifice this creature: You gain life equal to the life you've lost this turn. (Damage causes loss of life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloud Key {3}

Artifact

As this artifact enters, choose artifact, creature, enchantment, instant, or sorcery.
Spells you cast of the chosen type cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colfenor's Urn {3}

Artifact

Whenever a creature with toughness 4 or greater is put into your graveyard from the battlefield, you may exile it.
At the beginning of the end step, if three or more cards have been exiled with this artifact, sacrifice it. If you do, return those cards to the battlefield under their owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consume Spirit {X}{1}{B}

Sorcery

Spend only black mana on X.
Consume Spirit deals X damage to any target and you gain X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JohnRENOULT - 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.

Darien, King of Kjeldor {4}{W}{W}

Legendary Creature -- Human Soldier

Whenever you're dealt damage, you may create that many 1/1 white Soldier creature tokens.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Death of a Thousand Stings {4}{B}

Instant -- Arcane

Target player loses 1 life and you gain 1 life.
At the beginning of your upkeep, if you have more cards in hand than each opponent, you may return this card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Denethor, Ruling Steward {1}{W}{B}

Legendary Creature -- Human Noble

At the beginning of your end step, if a creature died under your control this turn, create a 1/1 white Human Soldier creature token.
{2}, Sacrifice another creature: Each opponent loses 1 life and you gain 1 life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devoted Retainer {W}

Creature -- Human Samurai

Bushido 1 (Whenever this creature blocks or becomes blocked, it gets +1/+1 until end of turn.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devouring Greed {2}{B}{B}

Sorcery -- Arcane

As an additional cost to cast this spell, you may sacrifice any number of Spirits.
Target player loses 2 life plus 2 life for each Spirit sacrificed this way. You gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devour in Shadow {B}{B}

Instant

Destroy target creature. It can't be regenerated. You lose life equal to that creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endrek Sahr, Master Breeder {4}{B}

Legendary Creature -- Human Wizard

Whenever you cast a creature spell, create X 1/1 black Thrull creature tokens, where X is that spell's mana value.
When you control seven or more Thrulls, sacrifice Endrek Sahr.

2/2

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.

Erase {W}

Instant

Exile target enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleetfeather Sandals {2}

Artifact -- Equipment

Equipped creature has flying and haste.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleshbag Marauder {2}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a creature of their choice.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hikari, Twilight Guardian {3}{W}{W}

Legendary Creature -- Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infantry Veteran {W}

Creature -- Human Soldier

{T}: Target attacking creature gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kitsune Diviner {W}

Creature -- Fox Cleric

{T}: Tap target Spirit.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lantern Kami {W}

Creature -- Spirit

Flying

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lash of the Balrog {B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay {4}.
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JohnRENOULT - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 3/13 - 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.

Leonin Elder {W}

Creature -- Cat Cleric

Whenever an artifact enters, you may gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lingering Death {1}{B}

Enchantment -- Aura

Enchant creature
At the beginning of the end step of enchanted creature's controller, that player sacrifices that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loxodon Warhammer {3}

Artifact -- Equipment

Equipped creature gets +3/+0 and has trample and lifelink.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mardu Hateblade {W}

Creature -- Human Warrior

{B}: This creature gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masako the Humorless {2}{W}

Legendary Creature -- Human Advisor

Flash
Tapped creatures you control can block as though they were untapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mausoleum Guard {3}{W}

Creature -- Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mentor of the Meek {2}{W}

Creature -- Human Soldier

Whenever another creature you control with power 2 or less enters, you may pay {1}. If you do, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirkwood Bats {3}{B}

Creature -- Bat

Flying
Whenever you create or sacrifice a token, each opponent loses 1 life.

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.

Morbid Opportunist {2}{B}

Creature -- Human Rogue

Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mourning Thrull {1}{W/B}

Creature -- Thrull

({W/B} can be paid with either {W} or {B}.)
Flying
Whenever this creature deals damage, you gain that much life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nether Traitor {B}{B}

Creature -- Spirit

Haste
Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever another creature is put into your graveyard from the battlefield, you may pay {B}. If you do, return this card from your graveyard to the battlefield.

1/1

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

Oriss, Samite Guardian {1}{W}{W}

Legendary Creature -- Human Cleric

{T}: Prevent all damage that would be dealt to target creature this turn.
Grandeur -- Discard another card named Oriss, Samite Guardian: Target player can't cast spells this turn, and creatures that player controls can't attack this turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orzhov Signet {2}

Artifact

{1}, {T}: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ostiary Thrull {3}{B}

Creature -- Thrull

{W}, {T}: Tap target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oyobi, Who Split the Heavens {6}{W}

Legendary Creature -- Spirit

Flying
Whenever you cast a Spirit or Arcane spell, create a 3/3 white Spirit creature token with flying.

3/6

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.

Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Arena {1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pirate Peddlers {2}{B}

Creature -- Human Pirate

Deathtouch
Whenever you sacrifice another permanent, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plagued Rusalka {B}

Creature -- Spirit

{B}, Sacrifice a creature: Target creature gets -1/-1 until end of turn.

1/1

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JohnRENOULT - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 6/13 - 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.

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

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

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

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.

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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({T}: Add {W}.)

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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

Pretending Poxbearers {1}{W/B}

Creature -- Human Citizen Ally

When this creature dies, create a 1/1 white Ally creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Alarm {1}{W}

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JohnRENOULT - 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.

Return to Dust — 2WW

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shelob's Ambush — B

Instant

Target creature gets +1/+2 and gains deathtouch until end of turn. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shirei, Shizo's Caretaker — 4B

Legendary Creature -- Spirit

Whenever a creature with power 1 or less is put into your graveyard from the battlefield, you may return that card to the battlefield at the beginning of the next end step if Shirei is still on the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyhunter Patrol — 2WW

Creature -- Cat Knight

Flying, first strike (This creature can't be blocked except by creatures with flying or reach, and it deals combat damage before creatures without first strike.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyhunter Prowler — 2W

Creature -- Cat Knight

Flying, vigilance (This creature can't be blocked except by creatures with flying or reach, and attacking doesn't cause this creature to tap.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul's Attendant — W

Creature -- Human Cleric

Whenever another creature enters, you may gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum — 1

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunscour — 5WW

Sorcery

You may exile two white cards from your hand rather than pay this spell's mana cost.
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JohnRENOULT - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 9/13 - 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.

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

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

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

Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teysa, Orzhov Scion {1}{W}{B}

Legendary Creature -- Human Advisor

Sacrifice three white creatures: Exile target creature.
Whenever another black creature you control dies, create a 1/1 white Spirit creature token with flying.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Heretic Cathar {2}{W}

Legendary Creature -- Human Soldier

First strike
Creatures and nonbasic lands your opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrull Surgeon {1}{B}

Creature -- Thrull

{1}{B}, Sacrifice this creature: Look at target player's hand and choose a card from it. That player discards that card. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tragic Slip {B}

Instant

Target creature gets -1/-1 until end of turn.
Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umezawa's Jitte {2}

Legendary Artifact -- Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one --
* Equipped creature gets +2/+2 until end of turn.
* Target creature gets -1/-1 until end of turn.
* You gain 2 life.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vicious Betrayal {3}{B}{B}

Sorcery

As an additional cost to cast this spell, sacrifice any number of creatures.
Target creature gets +2/+2 until end of turn for each creature sacrificed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Village Rites (B)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Well of Lost Dreams (4)

Artifact

Whenever you gain life, you may pay {X}, where X is less than or equal to the amount of life you gained. If you do, draw X cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whispersilk Cloak (3)

Artifact -- Equipment

Equipped creature can't be blocked and has shroud. (It can't be the target of spells or abilities.)
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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