Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adept Watershaper {2}{W}

Creature -- Merfolk Cleric

Other tapped creatures you control have indestructible.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Akroma's Will {3}{W}

Instant

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Creatures you control gain flying, vigilance, and double strike until end of turn.
* Creatures you control gain lifelink, indestructible, and protection from each color until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assemble the Players {1}{W}

Enchantment

You may look at the top card of your library any time.
Once each turn, you may cast a creature spell with power 2 or less from the top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Banishing Light {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beacon Hawk {1}{W}

Creature -- Bird

Flying
Whenever this creature deals combat damage to a player, you may untap target creature.
{W}: This creature gets +0/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Charm {R}{W}

Instant

Choose one --
* Boros Charm deals 4 damage to target player or planeswalker.
* Permanents you control gain indestructible until end of turn.
* Target creature gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Cluestone {3}

Artifact

{T}: Add {R} or {W}.
{R}{W}, {T}, Sacrifice this artifact: Draw 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.

Boros Guildgate

Land -- Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bulk Up {1}{R}

Instant

Double target creature's power until end of turn.
Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando {1}{W}

Creature -- Human Soldier

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

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudspire Skycycle {2}{R}{W}

Artifact -- Vehicle

Flying
When this Vehicle enters, distribute two +1/+1 counters among one or two other target Vehicles and/or creatures you control.
Crew 1

2/3

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

Daydream {W}

Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it.
Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doomed Traveler {W}

Creature -- Human Soldier

When this creature dies, create a 1/1 white Spirit creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duty Beyond Death {1}{W}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Creatures you control gain indestructible until end of turn.
Put a +1/+1 counter on each creature you control. (Damage and effects that say "destroy" don't destroy those creatures.)

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.

Elite Interceptor {W}

Creature -- Human Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/2

- - - OTHER FACE - - -

Rejoinder {1}{W}

Sorcery

You may tap or untap target creature. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeritus of Truce {1}{W}{W}

Creature -- Cat Cleric

When this creature enters, target player creates a 1/1 white and black Inkling creature token with flying. Then if an opponent controls more creatures than you, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

3/3

- - - OTHER FACE - - -

Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ertha Jo, Frontier Mentor {2}{R}{W}

Legendary Creature -- Kor Advisor

When Ertha Jo enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."
Whenever you activate an ability that targets a creature or player, copy that ability. You may choose new targets for the copy.

2/4

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

Exalted Sunborn {3}{W}{W}

Creature -- Angel Wizard

Flying, lifelink
If one or more tokens would be created under your control, twice that many of those tokens are created instead.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Duplication {1}{R}{R}

Instant

You may sacrifice a nontoken red creature rather than pay this spell's mana cost.
Copy target instant or sorcery spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashback {R}

Instant

Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flickerwisp {1}{W}{W}

Creature -- Elemental

Flying
When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

3/1

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.

Fury {3}{R}{R}

Creature -- Elemental Incarnation

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge {R}

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bombardment {1}{R}

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gold Myr {2}

Artifact Creature -- Myr

{T}: Add {W}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Abolisher {W}{W}

Creature -- Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hanweir Garrison {2}{R}

Creature -- Human Soldier

Whenever this creature attacks, create two 1/1 red Human creature tokens that are tapped and attacking.
(Melds with Hanweir Battlements.)

2/3

- - - OTHER FACE - - -

Hanweir, the Writhing Township

Legendary Creature -- Eldrazi Ooze

Trample, haste
Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.

7/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Healer's Hawk {W}

Creature -- Bird

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indebted Spirit {W}

Enchantment Creature -- Spirit

Bestow {2}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)
Afterlife 1 (When this permanent is put into a graveyard from the battlefield, create a 1/1 white and black Spirit creature token with flying.)
Enchanted creature gets +1/+1 and has afterlife 1.

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.

Iron Myr {2}

Artifact Creature -- Myr

{T}: Add {R}.

1/1

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

Kinscaer Sentry {1}{W}

Creature -- Kithkin Soldier

First strike, lifelink
Whenever this creature attacks, you may put a creature card with mana value X or less from your hand onto the battlefield tapped and attacking, where X is the number of attacking creatures you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonardo, Big Brother {2}{W}

Legendary Creature -- Mutant Ninja Turtle

Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Leonardo gets +1/+0 for each other creature you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonardo's Technique {3}{W}

Sorcery

Sneak {1}{W} (You may cast this spell for {1}{W} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Return one or two target creature cards each with mana value 3 or less from your graveyard to the battlefield.

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

Lorehold Campus

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lunarch Veteran {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life.
Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

1/1

- - - BACK FACE - - -

Luminous Phantom

Creature -- Spirit Cleric

Flying
Whenever another creature you control leaves the battlefield, you gain 1 life.
If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.

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.

Luxknight Breacher {3}{W}

Creature -- Human Knight

This creature enters with a +1/+1 counter on it for each other creature and/or artifact you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe {W}

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martial Glory {R}{W}

Instant

Target creature gets +3/+0 until end of turn.
Target creature gets +0/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marvin, Murderous Mimic {2}

Legendary Artifact Creature -- Toy

Marvin has all activated abilities of creatures you control that don't have the same name as this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage {R}

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

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

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.

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ocelot Pride (W)

Creature -- Cat

First strike, lifelink
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - gmlrd - Duel Commander (Open Qualifier DC L'Antre des Jeux - By Auro 2026 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.

Palace Jailer {2}{W}{W}

Creature -- Human Soldier

When this creature enters, you become the monarch.
When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Proud Pack-Rhino (2)(W)

Creature -- Rhino

When this creature enters, choose one --
* Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.)
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quick Draw (R)

Instant

Target creature you control gets +1/+1 and gains first strike until end of turn. Creatures target opponent controls lose first strike and double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Carnival

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorgrass Ambush (1)(W)

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{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.

Razorkin Needlehead {R}{R}

Creature -- Human Assassin

This creature has first strike during your turn.
Whenever an opponent draws a card, this creature deals 1 damage to them.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhys, the Evermore {1}{W}

Legendary Creature -- Elf Warrior

Flash
When Rhys enters, another target creature you control gains persist until end of turn. (When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)
{W}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rustler Rampage {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Untap all creatures target player controls.
+ {1} -- Target creature gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock {R}

Instant

Shock deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shocking Sharpshooter {1}{R}

Creature -- Human Archer

Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slayers' Stronghold

Land

{T}: Add {C}.
{R}{W}, {T}: Target creature gets +2/+0 and gains vigilance and haste until end of turn.

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

Soul Warden {W}

Creature -- Human Cleric

Whenever another creature enters, you gain 1 life.

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.

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone Quarry

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suncleanser {1}{W}

Creature -- Human Cleric

When this creature enters, choose one --
* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.
* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundown Pass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suplex {1}{R}

Sorcery

Choose one --
* Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
* Exile target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tannuk, Steadfast Second {2}{R}{R}

Legendary Creature -- Kavu Pilot

Other creatures you control have haste.
Artifact cards and red creature cards in your hand have warp {2}{R}. (You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/5

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

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.

The Jolly Balloon Man {1}{R}{W}

Legendary Creature -- Human Clown

Haste
{1}, {T}: Create a token that's a copy of another target creature you control, except it's a 1/1 red Balloon creature in addition to its other colors and types and it has flying and haste. Sacrifice it at the beginning of the next end step. Activate only as a sorcery.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Bluff

Land

This land enters tapped. As it enters, choose a color other than red.
{T}: Add {R} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Heath

Land

This land enters tapped. As it enters, choose a color other than white.
{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithe Taker {1}{W}

Creature -- Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.
Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toby, Beastie Befriender {2}{W}

Legendary Creature -- Human Wizard

When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone."
As long as you control four or more creature tokens, creature tokens you control have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Possession {2}{R}

Sorcery

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw 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.

Village Bell-Ringer {2}{W}

Creature -- Human Scout

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, untap all creatures you control.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1.
Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wind-Scarred Crag

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zell Dincht {2}{R}

Legendary Creature -- Human Monk

You may play an additional land on each of your turns.
Zell Dincht gets +1/+0 for each land you control.
At the beginning of your end step, return a land you control to its owner's hand.

0/3

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.