

① R

Choose one --

- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Tramplé

At the beginning of each player's upkeep, that player gains control of Alexios, untaps it, and puts a +1/+1 counter on it. It gains haste until end of turn.

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4/4

W

Lifelink

{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.

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1/1

5 R R

If a source you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

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4/4

②

{T}: Add one mana of any color in your commander's color identity.

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② ② W

Flying

Nonbasic lands your opponents control enter tapped.

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2/3

Land

$$\{T\}: \text{Add } \{C\}.$$

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

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(R/W) (R/W) (R/W) (R/W)

Attacking creatures you control have double strike.

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2/3

Blinkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land. {1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn. 3/1	Cathar Commando Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1	Combat Celebrant Creature -- Human Warrior If this creature hasn't been exerted this turn, you may exert it as it attacks. When you do, untap all other creatures you control and after this phase, there is an additional combat phase. (An exerted creature won't untap during your next untap step.) 4/1	Command Tower Land {T}: Add one mana of any color in your commander's color identity. 1/4
Dauntless Dismantler Creature -- Human Artificer Artifacts your opponents control enter tapped. {X}{X}{W}, Sacrifice this creature: Destroy each artifact with mana value X. 1/4	Deafening Silence Enchantment Each player can't cast more than one noncreature spell each turn. 1/3	Drannith Magistrate Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3	Eidolon of Rhetoric Enchantment Creature -- Spirit Each player can't cast more than one spell each turn. 1/4

Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Sentinel (W) Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethersworn Canonist (1)(W) Artifact Creature -- Human Cleric Each player who has cast a nonartifact spell this turn can't cast additional nonartifact spells. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exotic Orchard Land {T}: Add one mana of any color that a land an opponent controls could produce. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gingerbrute (1) Artifact Creature -- Food Golem Haste (This creature can attack and {T} as soon as it comes under your control.) {1}: This creature can't be blocked this turn except by creatures with haste. {2}, {T}, Sacrifice this creature: You gain 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giver of Runes (W) Creature -- Kor Cleric {T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glowrider (2)(W) Creature -- Human Cleric Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Cratermaker (1)(R) Creature -- Goblin Warrior {1}, Sacrifice this creature: Choose one -- * This creature deals 2 damage to target creature. * Destroy target colorless nonland permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Rabblemaster (2)(R) Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gorilla Shaman (R) Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. 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	Greymond, Avacyn's Stalwart (2)(W)(W) Legendary Creature -- Human Soldier As Greymond, Avacyn's Stalwart enters, choose two abilities from among first strike, vigilance, and lifelink. Humans you control have each of the chosen abilities. As long as you control four or more Humans, Humans you control get +2/+2. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
High Noon (1)(W) Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Homeward Path Land {T}: Add {C}. {T}: Each player gains control of all creatures they own. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hope of Ghirapur (1) Legendary Artifact Creature -- Thopter Flying Sacrifice Hope of Ghirapur: Until your next turn, target player who was dealt combat damage by Hope of Ghirapur this turn can't cast noncreature spells. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperial Recruiter (2)(R) Creature -- Human Advisor When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jor Kadeen, the Prevailer 3RW Legendary Creature -- Human Warrior First strike Metalcraft -- Creatures you control get +3/+0 as long as you control three or more artifacts. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kataki, War's Wage 1W Legendary Creature -- Spirit All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}." 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Loyalist R Creature -- Goblin Soldier Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion Warboss 2R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lena, Selfless Champion 4WW Legendary Creature -- Human Knight When Lena enters, create a 1/1 white Soldier creature token for each nontoken creature you control. Sacrifice Lena: Creatures you control with power less than Lena's power gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loyal Apprentice 1R Creature -- Human Artificer Haste Lieutenant -- At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon 2R Creature -- Human Wizard Nonbasic lands are Mountains. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mother of Runes Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 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

Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land - - Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myrel, Shield of Argive (3)(W)

Legendary Creature -- Human Soldier

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

Whenever Myrel attacks, create X 1/1 colorless Soldier artifact creature tokens, where X is the number of Soldiers you control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter of Paradise ②

Artifact Creature -- Thopter

Flying
{T}: Add one mana of any color.

0/2

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Path to Exile

Instant

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

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Phyrexian Revoker ②

Artifact Creature -- Phyrexian Horror

As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Walker Artifact Creature -- Phyrexian Construct 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pia and Kiran Nalaar Legendary Creature -- Human Artificer 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains (T): Add W. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains (T): Add W. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains (T): Add W. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains (T): Add W. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains (T): Add W. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains (T): Add W. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Professional Face-Breaker ②Ⓡ Creature -- Human Warrior Menace Whenever one or more creatures you control deal combat damage to a player, create a Treasure token. Sacrifice a Treasure: Exile the top card of your library. You may play that card this turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragavan, Nimble Pilferer Ⓡ Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorgrass Ambush ①Ⓦ 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 PLAYbotbox.dev

Recruiter of the Guard 2W Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Remorseful Cleric 1W Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reprieve 1W Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rionya, Fire Dancer 3RR Legendary Creature -- Human Wizard At the beginning of combat on your turn, create X tokens that are copies of another target creature you control, where X is one plus the number of instant and sorcery spells you've cast this turn. They gain haste. Exile them at the beginning of the next end step. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rograkh, Son of Rohgahh 0 Legendary Creature -- Kobold Warrior First strike, menace, trample Partner (You can have two commanders if both have partner.) 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samurai of the Pale Curtain WW Creature -- Fox Samurai Bushido 1 (Whenever this creature blocks or becomes blocked, it gets +1/+1 until end of turn.) If a permanent would be put into a graveyard, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum Prelate 1WW Creature -- Human Cleric As this creature enters, choose a number. Noncreature spells with mana value equal to the chosen number can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Spirit 1 W Creature -- Spirit Cleric Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Signal Pest 1 Artifact Creature -- Pest Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) This creature can't be blocked except by creatures with flying or reach. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv, Defector Mite W Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sol Ring 1 Artifact {T}: Add {C}{C}. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulless Jailer 2 Artifact Creature -- Phyrexian Golem Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectator Seating Land This land enters tapped unless you have two or more opponents. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirit of the Labyrinth 1W Enchantment Creature -- Spirit Each player can't draw more than one card each turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundering Eruption 2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. --- BACK FACE --- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Talisman of Conviction 2 Artifact {T}: Add {C}. {T}: Add {R} or {W}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thalia, Guardian of Thraben 1W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thalia, Heretic Cathar 2W Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thorn of Amethyst Artifact Noncreature spells cost {1} more to cast. 2 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vryn Wingmare Creature -- Pegasus Flying Noncreature spells cost {1} more to cast. 2W 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 2RW 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 3W 2/2 --- BACK FACE --- Witch-Blessed Meadow 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
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