

Abdel Adrian, Gorion's Ward (4)(W) Legendary Creature -- Human Warrior When Abdel Adrian enters, exile any number of other nonland permanents you control until Abdel Adrian leaves the battlefield. Create a 1/1 white Soldier creature token for each permanent exiled this way. Choose a Background (You can have a Background as a second commander.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abdel Adrian, Gorion's Ward (4)(W) Legendary Creature -- Human Warrior When Abdel Adrian enters, exile any number of other nonland permanents you control until Abdel Adrian leaves the battlefield. Create a 1/1 white Soldier creature token for each permanent exiled this way. Choose a Background (You can have a Background as a second commander.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial (1) Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial (1) Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aether Vial (1) Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric (1)(W) Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric (1)(W) Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric (1)(W) Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. 1/3 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	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	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	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mother of Runes W 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

Mother of Runes (W) 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	Mother of Runes (W) 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	Mother of Runes (W) 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	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
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	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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Port Town Land As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Port Town Land As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Port Town Land As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Samwise the Stouthearted 1W Legendary Creature -- Halfling Peasant Flash When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samwise the Stouthearted 1W Legendary Creature -- Halfling Peasant Flash When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulherder 1WU Creature -- Spirit Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature. At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulherder 1WU Creature -- Spirit Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature. At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulherder (1)(W)(U) Creature -- Spirit Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature. At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power.	Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power.	Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power.
Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power.	Tax Collector (1)(W) Creature -- Human Advisor When this creature enters, choose one -- * Tax -- Until your next turn, spells your opponents cast cost {1} more to cast. * Arrest -- Detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tax Collector (1)(W) Creature -- Human Advisor When this creature enters, choose one -- * Tax -- Until your next turn, spells your opponents cast cost {1} more to cast. * Arrest -- Detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tax Collector (1)(W) Creature -- Human Advisor When this creature enters, choose one -- * Tax -- Until your next turn, spells your opponents cast cost {1} more to cast. * Arrest -- Detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- * Arrest -- Detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

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Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature - - Pegasus

Flying
Noncreature spells cost {1} more to
cast.

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Flying
Noncreature spells cost {1} more to
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste Land Land {T}: Add {C}. {T}, Sacrifice Waste Land: Destroy target nonbasic land. That land's controller creates a Wastes token. (It's a land with {T}: Add {C}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waste Land Land {T}: Add {C}. {T}, Sacrifice Waste Land: Destroy target nonbasic land. That land's controller creates a Wastes token. (It's a land with {T}: Add {C}.) 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. 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	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 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
Burrenton Forge-Tender Creature -- Kithkin Wizard Protection from red Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burrenton Forge-Tender Creature -- Kithkin Wizard Protection from red Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burrenton Forge-Tender Creature -- Kithkin Wizard Protection from red Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burrenton Forge-Tender Creature -- Kithkin Wizard Protection from red Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Holy Light 2W Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Holy Light 2W Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Phyrexian Censor 2 W Creature -- Phyrexian Wizard Each player can't cast more than one non-Phyrexian spell each turn. Non-Phyrexian creatures enter tapped. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Censor 2 W Creature -- Phyrexian Wizard Each player can't cast more than one non-Phyrexian spell each turn. Non-Phyrexian creatures enter tapped. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Censor 2 W Creature -- Phyrexian Wizard Each player can't cast more than one non-Phyrexian spell each turn. Non-Phyrexian creatures enter tapped. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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