

Animist's Might 2G Sorcery This spell costs {2} less to cast if it targets a legendary creature you control. Target creature you control deals damage equal to twice its power to target creature or planeswalker you don't control. 8/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anzrag, the Quake-Mole 2RG Legendary Creature -- Mole God Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase. {3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able. 8/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Augur of Autumn 1GG Creature -- Human Druid You may look at the top card of your library any time. You may play lands from the top of your library. Coven -- As long as you control three or more creatures with different powers, you may cast creature spells from the top of your library. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bane of Progress 4GG Creature -- Elemental When this creature enters, destroy all artifacts and enchantments. Put a +1/+1 counter on this creature for each permanent destroyed this way. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beast Whisperer 2GG Creature -- Elf Druid Whenever you cast a creature spell, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beast Within 2G Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

First strike
Whenever a Pirate you control attacks, choose one that hasn't been chosen this turn --

- * Create a Treasure token.
- * Target creature can't block this turn.
- * Exile the top card of your library. You may play it this turn.

3/3

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2 G

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

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G

Choose one --

- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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1 G G

Vigilance
Whenever this creature enters or attacks, exile a card from a graveyard.
Spells you cast cost {1} less to cast for each card type they share with cards exiled with this creature.

3/4

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②R

The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

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Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped unless you
control two or more basic lands.

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RG

Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.

{1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.

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Land

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

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sheet 2/13 - 8 cards - 2.5 x 3.5 in each

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.

Cultivate 2 G Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Domri, Anarch of Bolas 1 R G Legendary Planeswalker -- Domri Creatures you control get +1/+0. [+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered. [-2]: Target creature you control fights target creature you don't control. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Domri Rade 1 R G Legendary Planeswalker -- Domri [+1]: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. [-2]: Target creature you control fights another target creature. [-7]: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution 1 G G Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elemental Bond 2 G Enchantment Whenever a creature you control with power 3 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness 1 G G Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fade from History 2 G G Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VitG1 - Duel Commander (Duel Commander)

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.

sheet 3/13 - 8 cards - 2.5 x 3.5 in each

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Freyalise, Llanowar's Fury (3GG)

Legendary Planeswalker -- Freyalise

[+2]: Create a 1/1 green Elf Druid creature token with "{T}: Add {G}."
[-2]: Destroy target artifact or enchantment.
[-6]: Draw a card for each green creature you control.
Freyalise, Llanowar's Fury can be your commander.

L 3

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Friendly Rivalry

Instant

Target creature you control and up to one other target legendary creature you control each deal damage equal to their power to target creature you don't control.

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Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.

{T}: Add {R} or {G}.

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Ghalta, Primal Hunger 10GG

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the total power of creatures you control.

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

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Ghost Quarter

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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Goblin Anarchomancer (R)(G) Creature -- Goblin Shaman Each spell you cast that's red or green costs {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goreclaw, Terror of Qal Sisma (3)(G) Legendary Creature -- Bear Creature spells you cast with power 4 or greater cost {2} less to cast. Whenever Goreclaw attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grand Warlord Radha (2)(R)(G) Legendary Creature -- Elf Warrior Haste Whenever one or more creatures you control attack, add that much mana in any combination of {R} and/or {G}. Until end of turn, you don't lose this mana as steps and phases end. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gruul Turf Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Guardian Project (3)(G) Enchantment Whenever a nontoken creature you control enters, if it doesn't have the same name as another creature you control or a creature card in your graveyard, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hajar, Loyal Bodyguard (R)(G) Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VitG1 - Duel Commander (Duel Commander)

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sheet 6/13 - 8 cards - 2.5 x 3.5 in each

Kenrith's Transformation ①⑥ Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. (It loses all other card types and creature types.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny ①④⑥ Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kogla and Yidaro ②④④⑥⑥ Legendary Creature -- Ape Dinosaur Turtle When Kogla and Yidaro enters, choose one -- * It gains trample and haste until end of turn. * It fights target creature you don't control. {2}{R}{G}, Discard this card: Destroy up to one target artifact or enchantment. Shuffle this card into your library from your graveyard, then draw a card. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kogla, the Titan Ape ③⑥⑥⑥ Legendary Creature -- Ape When Kogla enters, it fights up to one target creature you don't control. Whenever Kogla attacks, destroy target artifact or enchantment defending player controls. {1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Laelia, the Blade Reforged ②④ Legendary Creature -- Spirit Warrior Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legolas Greenleaf ②⑥ Legendary Creature -- Elf Archer Reach Legolas can't be blocked by creatures with power 2 or less. Whenever another legendary creature you control enters, put a +1/+1 counter on Legolas. Whenever Legolas deals combat damage to a player, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Axe ④ Instant As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt ④ Instant Lightning Bolt deals 3 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lignify Kindred Enchantment -- Treefolk Aura Enchant creature Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longstalk Brawl Sorcery Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Choose target creature you control and target creature you don't control. Put a +1/+1 counter on the creature you control if the gift was promised. Then those creatures fight each other. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malamet Battle Glyph Sorcery Choose target creature you control and target creature you don't control. If the creature you control entered this turn, put a +1/+1 counter on it. Then those creatures fight each other. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Migloz, Maze Crusher Legendary Creature -- Phyrexian Beast Migloz enters with five oil counters on it. {1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn. {2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn. {3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment. 4/4 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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Nature's Lore 1G Sorcery Search your library for a Forest card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa, Ascended Animist 3GGGP Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obliterate 6RR Sorcery This spell can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

X G

Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

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① ⑥

Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)
Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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1 R G

During your turn, Radha has first strike.

You may look at the top card of your library any time, and you may play lands from the top of your library.

{4}{R}{G}: Radha gets +X/+X until end of turn, where X is the number of lands you control.

3/3

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Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.

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2 G

Whenever you cast a legendary spell,
draw a card.

1/2

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You have no maximum hand size.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deathtouch, indestructible
Rhonas can't attack or block unless
you control another creature with
power 4 or greater.
{2}{G}: Another target creature gets
+2/+0 and gains trample until end of
turn.

5/5

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This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roxanne, Starfall Savant 3R6 Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruby, Daring Tracker R6 Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruric Thar, the Unbowed 4R6 Legendary Creature -- Ogre Warrior Reach, vigilance Ruric Thar attacks each combat if able. Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarkhan, the Dragonspeaker 3RR Legendary Planeswalker -- Sarkhan [+1]: Until end of turn, Sarkhan becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. (He doesn't lose loyalty while he's not a planeswalker.) [-3]: Sarkhan deals 4 damage to target creature. [-6]: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Saryth, the Viper's Fang 266 Legendary Creature -- Human Warlock Other tapped creatures you control have deathtouch. Other untapped creatures you control have hexproof. {1}, {T}: Untap another target creature or land you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silverback Elder 2666 Creature -- Ape Shaman Whenever you cast a creature spell, choose one -- * Destroy target artifact or enchantment. * Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. * You gain 4 life. 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slagwoods Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak, the Hunt Caller 266 Legendary Creature -- Human Warrior Formidable -- At the beginning of combat on your turn, if creatures you control have total power 8 or greater, target creature you control gains haste until end of turn. (It can attack and {T} no matter when it came under your control.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temple of Abandon Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrash Instant Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. RIGHT HALF Threat Sorcery Create a 4/4 red and green Beast creature token with trample. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Time of Need Sorcery Search your library for a legendary creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toski, Bearer of Secrets Legendary Creature -- Squirrel This spell can't be countered. Indestructible Toski attacks each combat if able. Whenever a creature you control deals combat damage to a player, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Traxos, Scourge of Kroog Legendary Artifact Creature -- Construct Trample Traxos enters tapped and doesn't untap during your untap step. Whenever you cast a historic spell, untap Traxos. (Artifacts, legendaries, and Sagas are historic.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tribute to the World Tree Enchantment Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tuya Bearclaw Legendary Creature -- Human Warrior Whenever Tuya Bearclaw attacks, it gets +X/+X until end of turn, where X is the greatest power among other creatures you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar's Stand Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl 6 Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Monsters' Advocate 3 6 6 Legendary Planeswalker -- Vivien You may look at the top card of your library any time. You may cast creature spells from the top of your library. [+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it. [-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Growth 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Ridgeline Land -- Mountain Forest {T}: Add {R} or {G}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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