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{T}: Add {W}, {B}, or {G}.
{W}{B}{G}, {T}, Sacrifice this
artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

At the beginning of each end step, if you gained 4 or more life this turn, create a 4/4 white Angel creature token with flying.

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3 W W B B

Flying
When this creature enters, destroy
target permanent.

5/5

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② ⑤

Flying
If you would gain life, you gain
that much life plus 1 instead.
This creature gets +2/+2 as long as
you have 25 or more life.

2/2

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4 W B

Indestructible
As long as your devotion to white and black is less than seven, Athreos isn't a creature.
At the beginning of your end step, put a coin counter on another target creature.
Whenever a creature with a coin counter on it dies or is put into exile, return that card to the battlefield under your control.

4/7

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6 W W W

Flying
Creatures can't attack you.

5/6

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

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This land enters tapped.
When this land enters, you gain 1
life.
{T}: Add {G} or {W}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Alive 2B Sorcery Search your library for up to three creature cards, put them into your graveyard, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestine, the Living Saint 4W Legendary Creature -- Human Warrior Flying, lifelink Healing Tears -- At the beginning of your end step, return target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cliffhaven Vampire 2WB Creature -- Vampire Warrior Ally Flying Whenever you gain life, each opponent loses 1 life. 2/4 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
Commissar Severina Raine 1WB Legendary Creature -- Human Soldier Leading from the Front -- Whenever Commissar Severina Raine attacks, each opponent loses X life, where X is the number of other attacking creatures. Summary Execution -- {2}, Sacrifice another creature: You gain 2 life and draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daxos, Blessed by the Sun WW Legendary Enchantment Creature -- Demigod Daxos's toughness is equal to your devotion to white. (Each {W} in the mana costs of permanents you control counts toward your devotion to white.) Whenever another creature you control enters or dies, you gain 1 life. 2/* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathcap Cultivator 1G Creature -- Human Druid {T}: Add {B} or {G}. Delirium -- This creature has deathtouch as long as there are four or more card types among cards in your graveyard. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Debtors' Knell 4W/BW/BW/B Enchantment {W/B} can be paid with either {W} or {B}.) At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Intent (1)(B) Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disciple of Bolas (3)(B) Creature -- Human Wizard When this creature enters, sacrifice another creature. You gain X life and draw X cards, where X is that creature's power. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dread Return (2)(B)(B) Sorcery Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eerie Ultimatum (W)(W)(B)(B)(B)(G)(G) Sorcery Return any number of permanent cards with different names from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elas il-Kor, Sadistic Pilgrim (W)(B) Legendary Creature -- Phyrexian Kor Cleric Deathtouch Whenever another creature you control enters, you gain 1 life. Whenever another creature you control dies, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eldrazi Displacer (2)(W) Creature -- Eldrazi Devoid (This card has no color.) {2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elven Chorus (3)(G) Enchantment You may look at the top card of your library any time. You may cast creature spells from the top of your library. Creatures you control have "{T}: Add one mana of any color." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emeria Shepherd (5)(W)(W) Creature -- Angel Flying Landfall -- Whenever a land you control enters, you may return target nonland permanent card from your graveyard to your hand. If that land is a Plains, you may return that nonland permanent card to the battlefield instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - GioA5 - 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

Entreat the Dead (X)(X)(B)(B)(B) Sorcery Return X target creature cards from your graveyard to the battlefield. Miracle {X}{B}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolutionary Leap (1)(G) Enchantment {G}, Sacrifice a creature: Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exterminatus (5)(W)(B) Sorcery Nonland permanents your opponents control lose indestructible until end of turn. Destroy all nonland permanents. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fauna Shaman (1)(G) Creature -- Elf Shaman {G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle. 2/2 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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Shaman

When this creature enters, return target permanent card from your graveyard to your hand.

3/4

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Enchantment Creature -- Snake Lamia

Lifelink
When this creature enters, search your library for a card, put it into your graveyard, then shuffle.
Spells you cast from your graveyard cost {1} less to cast.

4/4

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Enchantment

Revolt -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, create a 1/1 colorless Servo artifact creature token.

{1}, Sacrifice a creature: Scry 1.

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Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Karador, Ghost Chieftain 5WBG Legendary Creature -- Centaur Spirit This spell costs {1} less to cast for each creature card in your graveyard. Once during each of your turns, you may cast a creature spell from your graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karmic Guide 3WW Creature -- Angel Spirit Flying, protection from black Echo {3}{W}{W} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, return target creature card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaya's Wrath WWBB Sorcery Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light of Promise 2W Enchantment -- Aura Enchant creature Enchanted creature has "Whenever you gain life, put that many +1/+1 counters on this creature." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Meren of Clan Nel Toth 2B6 Legendary Creature -- Human Shaman Whenever another creature you control dies, you get an experience counter. At the beginning of your end step, choose target creature card in your graveyard. If that card's mana value is less than or equal to the number of experience counters you have, return it to the battlefield. Otherwise, put it into your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mortify 1WB Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Gearhulk 4BB Artifact Creature -- Construct Menace When this creature enters, you may destroy another target creature. If a creature is destroyed this way, you gain life equal to its toughness. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oketra's Monument 3 Legendary Artifact White creature spells you cast cost {1} less to cast. Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
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Plains Basic Land -- Plains {T}: Add {W}. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primal Druid Creature -- Human Druid When this creature dies, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pristine Talisman Artifact {T}: Add {C}. You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pulse of Murasa Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reclamation Sage Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resolute Archangel Creature -- Angel Flying When this creature enters, if your life total is less than your starting life total, it becomes equal to your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rise of the Witch-king Sorcery Each player sacrifices a creature of their choice. If you sacrificed a creature this way, you may return another permanent card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saffi Eriksdotter Legendary Creature -- Human Scout Sacrifice Saffi Eriksdotter: When target creature is put into your graveyard this turn, return that card to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sister Hospitaller 4 W B Creature -- Human Cleric Medicus Ministorum -- When this creature enters, return target creature card from your graveyard to the battlefield. You gain life equal to its mana value. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sister Repentia 3 W B Creature -- Human Warrior Martyrdom -- When this creature dies, you gain 2 life and draw two cards. Miracle {W}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) 5/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spike Feeder 1 G G Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squirming Emergence 1 B G Sorcery Fathomless descent -- Return to the battlefield target nonland permanent card in your graveyard with mana value less than or equal to the number of permanent cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Constable W Creature -- Human Soldier {T}, Discard a card: Tap target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm of Souls 4 W W Sorcery Return all creature cards from your graveyard to the battlefield. Each of them is a 1/1 Spirit with flying in addition to its other types. Exile Storm of Souls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Survivors' Encampment Land -- Desert {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. 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 PLAY botbox.dev	Talisman of Hierarchy 2 Artifact {T}: Add {C}. {T}: Add {W} or {B}. This artifact deals 1 damage to you. 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	Teysa Karlov 2WB Legendary Creature -- Human Advisor If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Creature tokens you control have vigilance and lifelink. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Cruelty of Gix 3BB Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card. II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life. III -- Put target creature card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Golden Throne 4 Legendary Artifact Arcane Life-support -- If you would lose the game, instead exile The Golden Throne and your life total becomes 1. A Thousand Souls Die Every Day -- {T}, Sacrifice a creature: Add three mana in any combination of colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Vessel 2 Artifact You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Expanse Land This land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trespasser's Curse 1B Enchantment -- Aura Curse Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umorei, the Collector 2BBB Legendary Creature -- Ooze Companion -- Each nonland card in your starting deck shares a card type. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) As Umorei enters, choose a card type. Spells you cast of the chosen type cost {1} less to cast. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unburial Rites 4B Sorcery Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unruly Mob 1W Creature -- Human Whenever another creature you control dies, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vat of Rebirth B Artifact Whenever another artifact or creature you control is put into a graveyard from the battlefield, put an oil counter on this artifact. {2}{B}, {T}, Remove four oil counters from this artifact: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Victimize 2B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Strength 5GG Enchantment If you tap a basic land for mana, it produces three times as much of that mana instead. ----- - - - ADVENTURE - - - Garenbrig Growth G Sorcery -- Adventure Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viscera Seer B Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vito, Thorn of the Dusk Rose (2)(B) Legendary Creature -- Vampire Cleric Whenever you gain life, target opponent loses that much life. {3}{B}{B}: Creatures you control gain lifelink until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whisper, Blood Liturgist (3)(B) Legendary Creature -- Human Cleric {T}, Sacrifice two creatures: Return target creature card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yahenni, Undying Partisan (2)(B) Legendary Creature -- Aetherborn Vampire Haste Whenever a creature an opponent controls dies, put a +1/+1 counter on Yahenni. Sacrifice another creature: Yahenni gains indestructible until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zulaport Cutthroat (1)(B) Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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