

②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

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2 R R

Flying
At the beginning of your draw step,
draw an additional card.
At the beginning of your end step,
discard your hand.

4/4

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2G

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

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B B R

Destroy target artifact, creature, or planeswalker.

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③ ④

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

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① ②

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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2 B

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Flash
Enchant creature
At the beginning of your upkeep, you
lose 1 life.
{0}: Regenerate enchanted creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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Artifact Creature -- Phyrexian Golem

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Creature -- Giant Warrior

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery	
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Hellion

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Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery	
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinder Glade Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Corpse Connoisseur 4B Creature -- Zombie Wizard When this creature enters, you may search your library for a creature card, put that card into your graveyard, then shuffle. Unearth {3}{B} ({3}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crater Hellion 4RR Creature -- Hellion Beast Echo {4}{R}{R} (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, it deals 4 damage to each other creature. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate 2G 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 PLAYbotbox.dev	Demand Answers 1R Instant As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Diabolic Edict

① B

Instant

Target player sacrifices a creature of their choice.

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Diabolic Tutor

2 B B

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eater of Days

④

Artifact Creature -- Leviathan

Flying, trample
When this creature enters, you skip
your next two turns.

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9/8

Electric Revelation

②③

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards.
Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elves of Deep Shadow

G

Creature -- Elf Druid

{T}: Add {B}. This creature deals 1 damage to you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic

G

Creature -- Elf Druid

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

1/1

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.

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Exotic Orchard

Land

{T}: Add one mana of any color that a land an opponent controls could produce.

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Faithless Looting (R) Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Feed the Swarm (1)(B) Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.	Final Parting (3)(B)(B) Sorcery Search your library for two cards. Put one into your hand and the other into your graveyard. Then shuffle.	Flame Slash (R) Sorcery Flame Slash deals 4 damage to target creature.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Foreboding Ruins Land As this land enters, you may reveal a Swamp or Mountain card from your hand. If you don't, this land enters tapped. {T}: Add {B} or {R}.	Forest Basic Land -- Forest ({T} : Add {G} .)	Forest Basic Land -- Forest ({T} : Add {G} .)	Forest Basic Land -- Forest ({T} : Add {G} .)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

Fyndhorn Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Generous Ent

5 G

Creature -- Treefolk

Reach

When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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Geth's Verdict

BB

Instant

Target player sacrifices a creature of their choice and loses 1 life.

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Gravebreaker Lamia

4 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartless Act

①②

Instant

Choose one --

- * Destroy target creature with no counters on it.
- * Remove up to three counters from target creature.

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Infernal Grasp ①Ⓑ Instant Destroy target creature. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innocent Blood Ⓑ Sorcery Each player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inverter of Truth ②ⒷⒷ Creature -- Eldrazi Devoid (This card has no color.) Flying When this creature enters, exile all cards from your library face down, then shuffle all cards from your graveyard into your library. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kessig Wolf Run Land {T}: Add {C}. {X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Key to the City ② Artifact {T}, Discard a card: Up to one target creature can't be blocked this turn. Whenever this artifact becomes untapped, you may pay {2}. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knollspine Dragon ⑤ⓇⓇ Creature -- Dragon Flying When this creature enters, you may discard your hand and draw cards equal to the damage dealt to target opponent this turn. 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leveler ⑤ Artifact Creature -- Juggernaut When this creature enters, exile all cards from your library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Axe Ⓡ Instant As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana's Triumph 1 B Instant Each opponent sacrifices a creature of their choice. If you control a Liliana planeswalker, each opponent also discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Wheel 2 R Creature -- Human Wizard {1}{R}, {T}, Sacrifice this creature: Each player discards their hand, then draws seven cards. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mossfire Valley Land {1}, {T}: Add {R}{G}. 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

Myr Convert

②

Artifact Creature -- Phyrexian Myr

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
{T}, Pay 2 life: Add one mana of any color.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Claim

G

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Lore

① ⑥

Sorcery

Search your library for a Forest card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orig Loremage

2 B B

Creature -- Human Warlock

{T}: Search your library for a card, put it into your graveyard, then shuffle. If it's an instant or sorcery card, put a +1/+1 counter on this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0x of Agonas

3 R R

Creature -- 0x

When this creature enters, discard your hand, then draw three cards. Escape-- $\{R\}\{R\}$, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Platinum Emperion 8 Artifact Creature -- Golem Your life total can't change. (You can't gain or lose life. You can't pay any amount of life except 0.) 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Power Word Kill 1B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrefy 1BG Instant Destroy target artifact or creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Return to Nature 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sakura-Tribe Elder 1G Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Lands Land This land enters tapped. {T}: Add {B}, {R}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowblood Ridge Land {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinister Concoction B Enchantment {B}, Pay 1 life, Mill a card, Discard a card, Sacrifice this enchantment: Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sire of Insanity 4 B R Creature -- Demon At the beginning of each end step, each player discards their hand. 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skarrg, the Rage Pits Land {T}: Add {C}. {R}{G}, {T}: Target creature gets +1/+1 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyfire Phoenix 2 R R Creature -- Phoenix Flying, haste When you cast your commander, return this card from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smoldering Marsh Land -- Swamp Mountain ({T}: Add {B} or {R}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sol Ring 1 Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IsraelTelles - 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 11/13 - 8 cards - 2.5 x 3.5 in each

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

Temple of Malady

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 {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminate

B R

Instant

Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Beamtown Bullies 1B RG

Legendary Creature -- Ogre Devil Warrior

Vigilance, haste
{T}: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. (Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrill of Possibility (1)(R)

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormenting Voice (1)(R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unexpected Windfall (2)(R)(R) Instant As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vile Entomber (2)(B)(B) Creature -- Zombie Warlock Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, search your library for a card, put that card into your graveyard, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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