Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Axgard Cavalry {1}{R}

Creature -- Dwarf Berserker

{T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodfire Dwarf {R}

Creature -- Dwarf

{R}, Sacrifice this creature: It deals 1 damage to each creature without flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bogardan Hellkite {6}{R}{R}

Creature -- Dragon

Flash
Flying
When this creature enters, it deals 5 damage divided as you choose among any number of targets.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bottle-Cap Blast {4}{R}

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Bottle-Cap Blast deals 5 damage to any target. If excess damage was dealt to a permanent this way, create that many tapped Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broadside Bombardiers {2}{R}

Creature -- Goblin Pirate

Menace, haste
Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TVAmaral - Duel Commander (Duel Commander League) sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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.

Chain Lightning {R}

Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clown Car {X}

Artifact -- Vehicle

When this Vehicle enters, roll X six-sided dice. For each odd result, create a 1/1 white Clown Robot artifact creature token. For each even result, put a +1/+1 counter on this Vehicle.
Crew 2

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Beacon

Land

{T}: Add {C}.
{T}, Sacrifice this land: Put your commander into your hand from the command zone.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crowd's Favor {R}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Target creature gets +1/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dáin Ironfoot {2}{R}

Legendary Creature -- Dwarf Warrior

When Dáin enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}. When you do, attach it to target creature you control.
Whenever Dáin attacks, each equipped attacking creature gains double strike until end of turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dori, Bearer of Friends {2}{R}

Legendary Creature -- Dwarf Warrior

Trample
When Dori enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Bloodboiler {R}{R}{R}

Creature -- Dwarf

Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dwarven Grunt {R}

Creature -- Dwarf

Mountainwalk (This creature can't be blocked as long as defending player controls a Mountain.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Mauler {R}

Creature -- Dwarf Warrior

Equip abilities you activate that target this creature cost {2} less to activate.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Scorcher {R}

Creature -- Dwarf

Sacrifice this creature: This creature deals 1 damage to target creature unless that creature's controller has this creature deal 2 damage to them.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enslaved Dwarf {R}

Creature -- Dwarf

{R}, Sacrifice this creature: Target black creature gets +1/+0 and gains first strike until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fíli and Kíli, Joyous {2}{R}

Legendary Creature -- Dwarf Bard

Haste
{T}: Add {R}{R}. Spend this mana only to cast Dwarf, Equipment, and Saga spells.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame Slash {R}

Sorcery

Flame Slash deals 4 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flywheel Racer {2}

Artifact -- Vehicle

Vigilance
{T}: Add one mana of any color. Activate only if this permanent is a creature.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fury {3}{R}{R}

Creature -- Elemental Incarnation

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Galvanic Blast {R}

Instant

Galvanic Blast deals 2 damage to any target.
Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge {R}

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostfire Slice {2}{R}

Instant

Devoid (This card has no color.)
This spell costs {2} less to cast if an opponent controls a multicolored permanent.
Ghostfire Slice deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gogo, Mysterious Mime {3}{R}

Legendary Creature -- Wizard

At the beginning of combat on your turn, you may have Gogo become a copy of another target creature you control until end of turn, except its name is Gogo, Mysterious Mime. If you do, Gogo and that creature each get +2/+0 and gain haste until end of turn and attack this turn if able.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Echoes

Land

{T}: Add {C}.
{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hammerheim

Legendary Land

{T}: Add {R}.
{T}: Target creature loses all landwalk abilities until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Headliner Scarlett {3}{R}

Legendary Creature -- Human Warlock

Haste
When Headliner Scarlett enters, creatures target player controls can't block this turn.
At the beginning of your upkeep, exile the top card of your library face down. You may look at and play that card this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High-Speed Hoverbike {2}

Artifact -- Vehicle

Flash
Flying
When this Vehicle enters, tap up to one target creature.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holdout Settlement

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

Kavaron, Memorial World

Land -- Planet

This land enters tapped.
{T}: Add {R}.
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)
12+ | {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laelia, the Blade Reforged {2}{R}

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

Liberated Dwarf {R}

Creature -- Dwarf

{R}, Sacrifice this creature: Target green creature gets +1/+0 and gains first strike until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Magda, the Hoardmaster {1}{R}

Legendary Creature -- Dwarf Berserker

Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

2/2

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

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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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({T}: Add {R}.)

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({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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({T}: Add {R}.)

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({T}: Add {R}.)

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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

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Óin the Brave (1)(R)

Legendary Creature -- Dwarf Warrior

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
As long as you have an enduring story, Óin gets +1/+0 and has haste.
{1}, {T}, Discard a card: Draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Party Thrasher (1)(R)

Creature -- Lizard Wizard

Noncreature spells you cast from exile have convoke. (Each creature you tap while casting a noncreature spell from exile pays for {1} or one mana of that creature's color.)
At the beginning of your first main phase, you may discard a card. If you do, exile the top two cards of your library, then choose one of them. You may play that card this turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plundering Barbarian (2)(R)

Creature -- Dwarf Barbarian

When this creature enters, choose one --
* Smash the Chest -- Destroy target artifact.
* Pry It Open -- Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TVAmaral - Duel Commander (Duel Commander League) sheet 9/13 - 8 cards - 2.5 x 3.5 in each

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Portal to Phyrexia {9}

Artifact

When this artifact enters, each opponent sacrifices three creatures of their choice.
At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redirect Lightning {R}

Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roaming Throne {4}

Artifact Creature -- Golem

Ward {2}
As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rubble Rouser {2}{R}

Creature -- Dwarf Sorcerer

When this creature enters, you may discard a card. If you do, draw a card.
{T}, Exile a card from your graveyard: Add {R}. When you do, this creature deals 1 damage to each opponent.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruination {3}{R}

Sorcery

Destroy all nonbasic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Samut, Hazoret's Champion {1}{R}

Legendary Creature -- Human Warrior Cleric

Creatures you control have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Screaming Nemesis (2)(R)

Creature -- Spirit

Haste
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shinka, the Bloodsoaked Keep

Legendary Land

{T}: Add {R}.
{R}, {T}: Target legendary creature gains first strike until end of turn.

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

Smaug the Magnificent (2)(R)(R)

Legendary Creature -- Dragon

Flying, haste
Whenever Smaug attacks, he deals damage equal to the number of Treasures you control to any target.
At the beginning of your upkeep, create a Treasure token.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Copter (2)

Artifact -- Vehicle

Flying
Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Mage (R)

Creature -- Dwarf Wizard

Whenever this creature deals combat damage to a player, you may have this creature deal 1 damage to target creature that player controls.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Synth Eradicator {2}{R}

Artifact Creature -- Synth Soldier

Haste
Whenever this creature attacks, exile the top card of your library. You may get {E}{E} (two energy counters). If you don't, you may play that card this turn.
{T}, Pay {E}{E}{E}: This creature deals 3 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tangle Wire {3}

Artifact

Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tezzeret, Cruel Captain {3}

Legendary Planeswalker -- Tezzeret

Whenever an artifact you control enters, put a loyalty counter on Tezzeret.
[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.
[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treasure Vault

Artifact Land

{T}: Add {C}.
{X}{X}, {T}, Sacrifice this land: Create X Treasure tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Universal Automaton {1}

Artifact Creature -- Shapeshifter

Changeling (This card is every creature type.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Untimely Malfunction {1}{R}

Instant

Choose one --
* Destroy target artifact.
* Change the target of target spell or ability with a single target.
* One or two target creatures can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Volatile Fault

Land -- Cave

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voltage Surge (R)

Instant

As an additional cost to cast this spell, you may sacrifice an artifact.
Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Moon (2)

Artifact

Players can't untap more than one nonbasic land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magda, Brazen Outlaw (1)(R)

Legendary Creature -- Dwarf Berserker

Other Dwarves you control get +1/+0.
Whenever a Dwarf you control becomes tapped, create a Treasure token.
Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TVAmaral - Duel Commander (Duel Commander League) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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.